

DIPLOMACY WORLD



"Other than that, how was DipCon?"

Issue 22

Summer '79

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Diplomacy World

Issue 22

Summer 1979

DIPLOMACY WORLD is a quarterly magazine concerning the game of Diplomacy (R)*, published and edited by Jerry Jones. The subscription rate for DIPLOMACY WORLD is \$4.00 per year (four issues) in the U.S.A., \$5.00 elsewhere. All foreign subscribers wishing to have DIPLOMACY WORLD sent by Air Mail must add an additional \$3.00 per year. Lifetime subscriptions are available for \$75.00 worldwide. Address subscription orders to: Jerry H. Jones, 1854 Wagner St., Pasadena, CA 91107 U.S.A. The subscription agent in the United Kingdom is John Piggott, Flat 6, 15 Freeland Road, Ealing Common, London.

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Contributions to DIPLOMACY WORLD are always welcome and may be on any subject related to the game of Diplomacy*. All contributions will become the property of DIPLOMACY WORLD and will not be returned if not used, unless accompanied with a SSAE. All contributions should be sent to Jerry H. Jones (address above). The deadline for contributions to be included in Issue 23 is July 31st.

There is advertising space available in DIPLOMACY WORLD. Please contact Jerry Jones for current rates.

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Foreward

As you will soon find out, this issue of DIPLOMACY WORLD is all about DipCon. Only once a year does an event come around that brings the postal hobby as close together as DipCon does. It's a chance to meet new faces, regain old friendships and stab to your hearts content. It for that reason that issue 22 has become the DipCon issue.

Some things are as usual, the N.A. Demo game is inside, (the world demo game has not been received yet for inclusion into this issue); there is another article by Mark Berch and the need-a-game section is enclosed. What you won't find inside is too much by me. This may be the best issue yet!

Thanx to all who answered the last issue's questionnaire and if you didn't answer it there is still time to do so. I will be writing an article for the next issue covering what you said in the answers.

For you puzzle nuts, Leland Harmon has taken off with a variation of an extremely popular article of a DW past. It is entitled "The Best Choice" and should prove to be as popular as the original.

The variant feature this time is the variant, "Holocaust". The game was designed by Steve McLendon and Steve has written a small article explaining some of his thinking while designing "Holocaust". You will notice something in this issue that I hope you will approve of. The rules for "Holocaust" are so printed that if you remove the map from the issue the rules are readily available in the center of the magazine. Somebody's thinking around here.

By the way, DIPLOMACY WORLD will not be changing its format nor its regularity nor its price. Those of you who have paid more than the subscription price have been credited with any extra money at \$1 an issue. I did say that there is no price increase but be prepared that with everything that is going on these days that the price will be going up to \$5 a year. In fact the printing costs for this issue are up 10% from last issue so if you are planning an re-subscribing I'd advise that you do it while the price is down.

THANX,

P.S. If there is an X at the bottom of this page it is time to renew your subscription.

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Diplomacy Tournament Origins '79...DipCon

JOHN BOYER
Tournament Director

For those of you who are planning on coming to Widener College, Chester, Pennsylvania, to attend Origins '79 will have the chance to enter and compete in the national Diplomacy tournament. This year's tournament represents both the official Origins '79 tourney as well as the 12th Annual DipCon tourney. Early flyers on Origins '79 has this tournament listed for Avalon Hill, but this is no longer true and has been transferred to my care and under the above name (see title).

Unfortunately, convention organizers decided themselves what the days and times would be for the three rounds. We have finally straightened them out, and they promised to send out correction sheets to all who pre-registered by mail. The correct times and days are as follows:

Saturday, June 23rd:

Round 1 is to be from 10:00 a.m. to 2:00 p.m.

Round 2 is to be from 6:00 p.m. to 10:00 p.m.

Sunday, June 24th:

Round 3 is to be from 10:00 a.m. to 2:00 p.m.

There will be room for a meeting of postal Diplomacy hobbyists after the end of the second round. Information on the exact location of the room(s) is not known, but I have been assured it will be sufficiently large and air conditioned.

Entry fee has been set at \$2.00. You can pre-register if you have a copy of the Schedule and Pre-Registration Flyer. SPI had them as inserts in their latest issue. I'm sure you can get one with an SSAE from: Origins '79, c/o Strategy & Fantasy World, Valley Forge Shopping Center, King of Prussia, PA 19406.

There are several motels/hotels within 10-15 minutes of the campus. Also, there are dormitory lodging available. Cost for the latter is \$9.00 a night and includes linen. In all cases, I urge those of you coming to pre-register and reserve rooms as early as you can

to avoid disappointment!

The Diplomacy Tournament, as stated above, will be a 3-round affair. The Berch Scoring System will be used (printed in several postal hobby Dipzines). The first two rounds will be set-up randomly except to avoid family relationships and ZIPCODE proximities. Of course, no one will play the same country twice.

A cadre of stand-bys is being solicited. These people will be my "helpers" and for their sacrifice (to give up the chance to play for prizes) to fill out these boards with seven players, they will receive free passes to the convention. I need five such helpers. Please write to me ASAP, if you are interested in filling in. You will have to be mature, reliable and knowledgeable in the game of Diplomacy. You will be expected to play a fair and dependable game, both as fill-ins (for a full seven-man game) and to replace drop-outs. You may even be required to play more than one game at a time, but we will avoid this if at all possible. It is most likely that you will play, and if not, then you will be helping me with the record keeping, etc. If you are coming and are interested, write to:

John Boyer
117 Garland Drive
Carlisle, PA 17013

Prizes? Yes, there will be trophies to the top three players. Also, there will be trophies for each of the seven best countries. In addition, Avalon Hill will be contributing free subscriptions (I understand) to the General. Last, but not least, Jerry Jones is offering free subscriptions for each of the Best Seven Countries and Top Three Places.

Scores of the players for the first two rounds will not be posted although each player will be allowed to know his own score. What he does with that information is his own business, but we are not going to advertise it, and if we are not around, it won't be available. About the only time players will know is after the first round and at the start of the third, and final, round which will be seeds. Of course, the final results will be made available.

I will be devising a manual card system to quickly process the tournament players. Most likely, we will sort both by name and number as well as ZIPCODES. Again, if anyone wants to help out, please write to me at the address above, ASAP!!! A free convention pass is worth \$8.00. I have to send in the names at least two weeks prior to the convention so that proper tags and allowances can be made.

I hope that this report will encourage you to come to Origins '79 and enter DIPCON XIII!

Good Luck!!!

ORIGINS '79...

at a glance

JERRY JONES

June 22, 23, and 24, 1979
Widener College, Chester, PA

What I am going to attempt to do now is to give you an overview of the entire convention. This will be a good trick if I can get it all on one page so let us not waste any more space.

This will be the Fifth Annual Wargaming Convention which will be featuring the Twelfth Annual DipCon Tournament. The Convention is sponsored by Strategy and Fantasy World and is being held in conjunction with PennCon XV.

Origins '79 will be held at Widener College in Chester, PA. It is centrally located with Philadelphia International Airport a mere 10 minutes away by car. There is also a train service from the Amtrack station in Philadelphia to the town of Chester.

Not only are the dorm rooms available (mentioned in the previous article) but there are motel and hotel room available.

1. Howard Johnson's, I-95 & Providence Rd., Chester, PA. (215) TR6-7211. Singles \$21, doubles, \$26, 2 blocks from campus.
2. Holiday Inn, 45 Industrial Highway, Essington, PA. (215) 521-2400.
3. Motel Providence Media, Providence Rd. & Franklin St., Media. (215) LO6-6480. 20 minutes from the campus.
4. Walber's on the Delaware, Taylor Ave. Essington, PA (215) 521-1400. 10 minutes from campus.
5. Ramada Inn, 76 Industrial Highway, Essington, PA (215) 365-1600. 15 minutes from campus.
6. Sheraton Airport Inn, Phila. International Airport, Philadelphia, PA. (215) 365-4150. 15 minutes from campus.
7. Brandywine Hilton, Interstate 95 & Naamans Rd., Claymont, DE. (302) 792-2701. 10

minutes from campus.

8. Holiday Inn-Media, 1124 W. Baltimore Pike, Media, PA (215) 566-9600. 15 minute drive from campus.

If you cannot find a room be sure to re-check with the dormitories. There is a good chance that they will come up with something.

I could speak at great lengths about the different gaming tournaments but let it be enough to say that if it is sold in a game store you should be able to find a game of it at Origins.

The list of Seminars, Panels and Workshops is as long as your arm but here is a partial listing of some that may be of some interest to you:

SCIENCE FICTION GAMES (SPI) Goldberg, Hessel, Simonsen, Jarvis, Goldman, and Costikyan host an open panel on SPI's philosophy of science fiction games. \$1.00.

GRAPHICS & PRODUCTION (SPI) Redmond Simonsen leads a discussion of the techniques behind his award winning work. \$1.00.

MILITARY TACTICS OF THE 18th/19th CENTURY (OSG) The staff of OSG looks at the evolution of tactics used during the 18th/19th century. \$1.00

GAME DEVELOPMENT (SPI) A comprehensive exploration of a game from the formulation of ideas to the finished product. \$1.00

AMATEUR PUBLICATIONS Meeting the outstanding editors of local amateur publications. Discussion will focus on costs, time schedules, and gathering information. \$1.00

CLUB ORGANIZING PANEL If you are interested in starting your own club or in building up your present one you can't afford to miss this seminar. Club organizers from all over the country talk about organizing your club.

And Many, Many More...

OTHER EVENTS:

Softball Game - SPI vs. Avalon Hill battle it out again in what is becoming an annual event.

Exhibits - The largest number of dealers ever assembled for an adventure gaming convention.

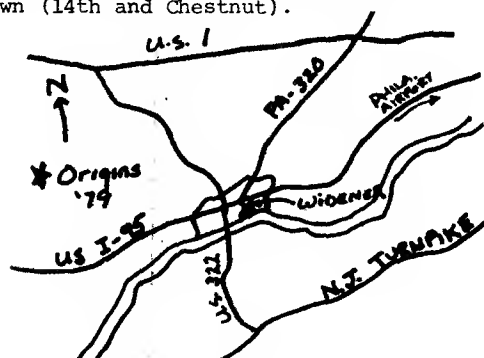
Auctions - There will be two two-hour auctions to assist in the buying and selling of game materials. A good place to ~~visit~~ transfer those games and pick up some you're looking for.

For those who wish to fly in for the convention Philadelphia International Airport is 15 minutes by car from Widener College. There is a shuttle bus from the airport to the Howard Johnson's.

By car: From Boston/New York: take the New Jersey Turnpike to exit #2. Follow Rt. 322 West to the Commodore Barry Bridge. Take I-95 to the Edgemont Ave. exit. At the first traffic light turn left. Bear to the right at the fork until you reach 13th St. Turn right until you reach Chestnut St. The campus is one block to your left.

From Baltimore/Washington area: take I-95 to the Edgemont St. exit and follow the above.

From Pittsburgh and West: Take the PA Turnpike east to the Valley Forge exit. Follow Rt. 76 and take the exit for Rt. 320 South. This leads into Chester. Make a left at 14th St. MacMoreland Center is three blocks down (14th and Chestnut).



DIPLOMACY SPECIALS:

Well, up to this point we've read about the Diplomacy Tournament and about the Origins Convention as a whole. Next is a listing of a few of the special Projects that are planned for the Diplomacy enthusiasts.

On Friday night at about 9:00 p.m. (the exact time will be posted at the convention) will be a three-part seminar concerning the game of Diplomacy.

The first part will be an open forum discussion with Mark Berch as the lecturer. The item of concern with this seminar will be "DIPLOMACY TACTICS".

The second part will be a talk by Mr. Rod Walker on Diplomacy Psychology.

The third part of this seminar will be a panel discussion on postal Diplomacy. On the panel will be publishers of Diplomacy zines from all across the country. The moderator for this event will be Lee Kendter Sr.

On Saturday night at 10 p.m. will be the IDA/NA meeting. This will be chaired by Fred Davis Jr. Prior to the meeting will be the meeting to select the site for the DipCon XIII.

Can You Still Play The Game When Your Centers Are Gone?

or, DOES ROD WALKER REALLY WANT ME TO GIVE ALL MY CENTERS TO THE LEADER?

by MARK L. BERCH

Absolutely Yes! That is, if you're playing in a tournament using the system proposed by Rod Walker in DIPLOMACY WORLD 19. For those who missed it, Rod's system is based on the win-or-draw-only school of thought. A pot of about 34 points is available to the winner; or, lacking one, is split equally among all the survivors. In this sense it resembles the Calhauer Point Count System. Winning is not that difficult; in addition to the usual 18 centers or concession, you can win with 13, so long as you're at least three centers ahead of the nearest rival and there is no stalemate established. So far, so good. But then comes the kicker. If there is a winner, each survivor is penalized two points for each center he holds. Thus, if a game goes to 18-16, the winner gets 34, the eliminated ones get 0, the 16-center person gets -32. If you have a negative rating, you cannot receive an award. What are the consequences of this?

Let's suppose that your diplomacy is a complete flop, you get stomped by your neighbors, and you are out by 1903. Do you at this point wander around and look at the other games, talk to your friends, or maybe try to get a pick-up going? Certainly not! You are by no means out of the game. Indeed, you have a reasonable chance of coming in second, or tie for second. All you need to do is have someone win. Anyone. You should pick out the strongest player and help him win. Face-to-face play can be very frantic, without enough time to listen to everyone. An assistant can get the views of the less vital players and summarize them to the leader. He might be assigned to convince one person that a particular line of attack will work, something that could take a good deal of time. Alternatively, he could study the board, seeking out

some overlooked tactical approach. Or he could work under cover. Disappear for a few years, while the others forget about him. Then he could eavesdrop on conversations. It's unlikely that they'll be on the lookout for him rather than the leader. The imaginative player can think of others. The point is to generate a winner. That will put you ahead of a lot of people going into the next round, as they all get stuck with negative scores (those foolish enough to survive).

Nor is that the most peculiar result. Let's say it's late in the game - only one or two more years remain. Five players remain, with you holding at least 4 centers, far behind the leader. It is your reasoned judgment that the leader has at least a 50-50 chance of achieving one or the other of the victory criteria, even assuming that all unite against him. The second strongest player implores you to join the battle. Rod's rating system is supposed to coerce you to join. But you do not. If the venture succeeds you gain 6.8 points, but if you lose, you have -8 points. At even money this is a bad bet, so you get down on your knees and beg the leader to wipe you out. If you had five centers, the situation would be even worse. Without that two-point rule, of course, the problem would not exist; you would have no reason for not joining in the alliance against the leader.

This is not the only type of situation where the 2-point rule interferes with a stop-the-leader coalition. In a scoring system that gives points for the number of supply centers that you hold at game's end, one of the incentives for joining a stop-the-leader coalition is that there is often loot to be had if the coalition succeeds. And indeed, the supply centers are often the prime motivation. In a straight Calhamer Point Count system, where points are given just for being in on a draw, then no incentive of this sort exists. But with Rod's system of 2-point penalties, it's a disincentive. Everyone sits around the conference table saying, "Yeah, I'm willing to join, but I don't want any of the leader's centers. If we fail, I'll be penalized even more. How about if I just support someone else's attack?" It's going to be rather difficult to persuade someone to attack the leader if they really don't want any more centers. It's hard enough under the Calhamer system when the centers aren't worth anything, but under Rod's system those centers are potential poison.

What it boils down to is this: Aside from forming a stalemate line, the only way to stop the leader is to take away his centers. Rod's 2-point penalty for each center held if the attack fails forms a disincentive for even trying to stop the leader. Giving points only for victory or draw should be plenty of incentive.

On a different point, there's another way to stop the leader: Redefine him. Let's suppose it's 15-10-5-4. There just isn't enough time to take three centers away from the leader, but on the other hand he can't make progress

quickly. Solution: One or both of the minor powers turns over enough centers to bring 10 up to 13, so that 15 is no longer three centers ahead and is thus no longer the winner, but just another participant in the draw. That's not Diplomacy, but it does change the status of the 15-center power. Rod has succumbed to the temptation to try and improve on the Rulebook. "Ahead" means just that, not "ahead by at least three centers." Of course, that will mean a lot more vicious fights at the end, as players claw their way to any kind of lead, however small. But it also will produce more victories. And Rod does not like victories.

REJOINDER by ROD WALKER

Last issue I proposed a new tournament scoring system. You have just read Mark Berch's interesting critique of it. What follows is not so much a rebuttal as an analysis. Since I wrote my article, and Mark wrote his, the scoring system has been tested under fire.

The Diplomacy tournament at DipCon XI was run under the same basic rules that were proposed last issue. I modified them to the extent that each survivor's center (in the event of a win) was worth -1 point, not -2. The results of the tournament were in a sense inconclusive: They did not bear out Mark's pessimistic predictions, but neither did they bear out my optimistic expectations.

Seventeen games were played in the tournament: 7 in each of the first two rounds and 3 in the third round. Of these games, 6 were victories (one of them conceded!) and 11 were draws. I frankly expected fewer victories. My reading of Mark's article would be that he would have expected fewer draws. Of the draws, most were two- and three-way. I had hoped it would be otherwise, since draws with only a few players suggest very little "balance-of-power" strategy going on, and that was what this scoring system was intended to promote.

In extenuation, it must be admitted that the tournament took place under less than optimum conditions. Round One did not get under way until 6:30 p.m. Round Two was all right, but Round Three had to be curtailed at 4 p.m. (it started about 9:30 or so). I tried to fill the players in on the implications of my scoring system, but there was no time for the more detailed seminar I had planned.

There is no question that suicides occurred, and for precisely the reason that Mark said they would. That was anticipated. It appears that the actual number was low, but there was no real way to obtain an accurate count.

Another major problem was that most players were in only two rounds, and few played in all three.

There were no instances known to me of players sticking around to influence the final

results of the game from which they were eliminated. That does not mean Mark is wrong in asserting this will happen; it just didn't at DipCon XI. The eliminated players simply started up non-tournament games of their own, or drifted off to other convention events. (Interestingly, I've seen many of the things Mark talks about at purely social face-to-face Diplomacy games. After all, if you're eliminated, what is there left to do but play spy or try to mess up the guy who did you in?)

On the whole, my estimation of the scoring system is that it works half-way, but needs improvement. That was to be expected of a system which had never before been tried.

I am therefore working on revisions to the system in the following areas:

1. The positive points awarded will be altered. Winning a game puts a player too far out in front of the pack and gives the others a feeling of futility. The tournament's winner was able to win the first two games (phenomenal!) and then refuse to play in Round Three, and still win the tournament.
2. The draw points will not be even percentages of the win points. More incentive to survive needs to be provided.
3. The "elimination" route to a safe zero score needs to be dropped. In some way, every eliminated player will receive a negative score.
4. The system should be such that players can't calculate their own scores. There was a good deal of this going on and the results tended to influence the course of some games (or at least that was my impression). (But not always. David Lagerson told everyone in his Round Two game that he had won his first game. Did he get attacked and eliminated? No, he won that one too.) My tentative design for this problem is to have a scoring system that operates on the basis of sliding scales. The Tournament Director

selects a set of modifications he wants to use but does not reveal them. That way the players know how the system operates generally but have no idea of their actual standings.

Finally: I will agree with Mark that my suggested minimum victory criterion (thirteen centers, three centers ahead) is arbitrary. It looks more arbitrary than it actually is, because my experience as a Gamesmaster leads me to believe that those criteria lie on the dividing line between a player who is just growing and a player who is on the road to probable victory.

The dual criteria are designed to prevent a "fluke" victory based on a time limit alone. I realize that the Rulebook makes no such provision and I am therefore faced with a choice of two equally distasteful evils: Allow "fluke" victories; or Go outside the Rulebook. I chose the latter course as being better for a tournament situation and the players. It may turn out that I was wrong to make that choice, in which case I'll change the system. At this point, I still believe the choice to be a correct one.

I'm sure Mark realizes that if I had chosen the other way, one of the biggest criticisms of the scoring system would be that it would give a "victory" to a player who had a temporary one-unit advantage. The fact is, I am being faced with a "damned if I do, damned if I don't" situation. In this instance, however, the provision is inserted, not for the purpose of affecting play of the game, but for (and only for) determining the final result once the game is played. In other words, someone who may have "won the game" under the Rulebook would still not be awarded the winner's points for the tournament. I believe that is enough equivocation for one article, but at least we have established the difference between a result, as determined by the Rulebook, and scoring the result, as determined by tournament standards.



Maybe next time we should let Gramps win.

G. Carson

The Best Choice

LELAND HARMON

In my opinion, one article in DW history stands out among the rest. That one is Nicky Palmer's "Are You A Master Diplomat?" in issue #17. Puzzles as this interest not only the novice, but the old hands as well. Granted, not everyone will agree to any one person's solution, but that doesn't take away the fun of analyzing a very sticky situation.

In the position given, you are asked to take over the German forces. The game was delayed when the German player resigned, and consequently you know only the position of the

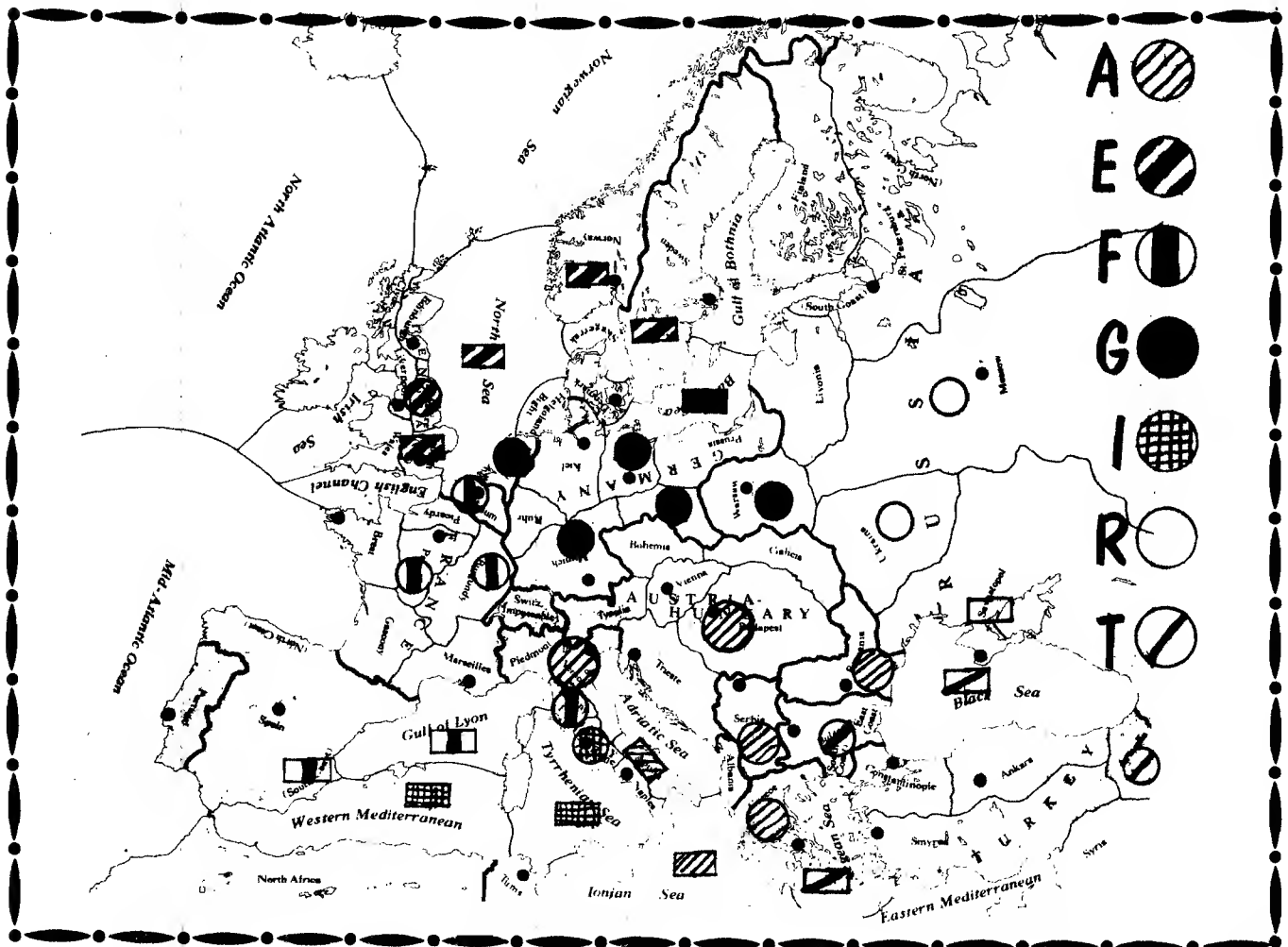
pieces and that it is the Spring of '03. Naturally, your Mother-in-law cleaned out the files just last night, and you have no record of what has transpired thus far into the game.

Let's see. I believe Mr. Palmer's excuse was sickness. OK, so suppose you were sick and confined to bed. By the time you get around to reading your mail, you have but a few days before the deadline...just enough time to dash off some moves.

Now, here's your letters:

FROM TURKEY: (postcard) Austria and I can take Sevastople if you move to Moscow and cut Russia's support. Then you can take Moscow next turn. Russia is dead!

FROM RUSSIA: This game has been a disaster for me. By the time I realized that I was in a game the game was almost over for me. I was working some unbelievable hours then. I am an avid Diplomacy fan, but unfortunately other things



must come first. This game simply started at the wrong time for me. When I accidentally NMRed in the first turn, I found myself up against four players. Correspondence then proved futile, and Russia has gone steadily downhill.

You are a new player and so I am coming to you. I hope that we can be at peace, it seems that Germany should be more concerned about the West. Warsaw is yours; I will make no effort to regain it, Instead, I am offering to puppet to Germany and will be happy to turn over Moscow also for your own survival once Russia can put up no further resistance.

Unless I hear differently from you, I will be supporting Sevastople with both armies. An English fleet in St. Petersburg bothers me little, as it cannot penetrate further and because there is nothing that can be done about it anyhow. Besides, I suppose allowing the English into St. Petersburg completes alliance agreements Germany may have had with England. You are in no position to anger him.

Let's be friends. Anxiously awaiting your reply...

FROM AUSTRIA: You were lucky, friend. Most standbys get stuck with with two- or three center countries. Germany is not doing bad at all in this game.

The four-way alliance vs. Russia has succeeded beautifully. You are just in time to put on the finishing touches. If you move to Livonia and Warsaw this turn, I will attack Ukraine cutting support in the Fall. This is your only way of getting Moscow and removing all threat from the East entirely.

Two pieces, from Warsaw and Silesia are needed. That leaves four pieces with a sure build coming up with to hold off England and France. I see fine prospects in this game for an Austro-German Grand Power, but I'd also like to hear your ideas as to how we can establish the win.

FROM ENGLAND: The former German player and I have gotten along quite well; naturally, I am quite concerned that this relationship will last. A quick look at the board will show that England and Germany are in a fine position to coordinate, and we should have no major problems in attacking both Russia and France.

You will have Belgium back in time for Winter builds. For this coming turn, I am considering the following: F Lon-Eng, F Nwy-StP(nc), F Swe-GoB, A Yor-Nwy, F Nth C A Yor-Nwy. France can do nothing to prevent our capturing Belgium in the Fall. His lack of fleets in the North definitely spells defeat. Against Russia, if I don't get St. Petersburg this turn, I will in the Fall by support from GoB.

The main threat to taking away our win is Austria. After only two years he has seven centers; the largest country on the board! I strongly urge you to attack through Tyrolia and/or Bohemia. Something has to be done to thwart the growth of such a monster! Nobody else can do a thing.

Please reply as soon as possible, and let me know how you feel about the Anglo-German alliance. When an ally resigns, it often changes the game entirely. I think such things are extremely unfair!

FROM FRANCE: I hope that we can establish a peaceful relationship from the start. I realize it is hard to take over a position, not knowing alliance structures, etc. But France for one has no intentions of aggravating Germany. I will not cross my border into Germany at all, in fact I would like to consider Ruhr as neutral. I feel more secure in directing my interests to the South. Someday, somebody is going to have to do something about Austria, and it will probably be you and I. Otherwise we all suffer.

For now, we both have interests elsewhere, so let's keep our borders friendly.

FROM ITALY: Hey, a new German player! Hopefully you will have more sense than the last one. Just before he resigned, I promised him that unless he at least tried to do something about Austria, I would cede my three remaining centers to the already largest power on the board.

Considering the current situation, I hardly feel wrong in making a threat like this. Austria has simply gotten away with too much. So I'm offering you the same choice...

QUESTIONS:

- 1) Read over the first paragraph of the Russian letter. Is he telling the truth, or making up a touching sob story?
- 2) Is he sincere in Puppeting?
- 3) Look at the letters from Austria and Turkey. What sort of relationship have these two countries had in the last two years?
- 4) How good a player would you rate Austria? Turkey?
- 5) Austria promises to cut support in Ukraine this coming Fall so you can capture Moscow. Will he?
- 6) How is Austria likely to be moving this turn?
- 7) How is Turkey likely to move?
- 8) Now reread the letters from England and France. Will France remain as friendly as he sounds?
- 9) England is promising Belgium next turn, when he could easily deliver it this turn. Is the plan he outlines this turn reasonable, or is he setting you up for a stab for the next Fall turn?
- 10) No doubt England could easily attack now, with disastrous results. Will he?
- 11) England and France both show concern over the growth of Austria. Is Austria really the threat to German existence that they make him out to be?
- 12) Is Italy sincere in threatening to turn over his centers to Austria? If he is, will it really matter?
- 13) After looking things over a bit, you decide you can afford perhaps one phone call. Who do you call, and what do you discuss?
- 14) What are your final moves?

ANSWERS

1) Russia is telling the truth. Score 4 points. A lie like that about the NMR can easily be looked up, and naturally few people NMR purposefully on the first move of the game. With Russia being the letter writer and diplomat he appears to be, it is hard to explain four countries moving his way right at the start. But nobody trusts the silent player!

2) Yes. 5 points. Russia has nothing better and the logical choice of who to sell out to is Germany. You, as the new player, have yet to attack him.

3) Score one point if you recognize that they are allied against Russia. Score one point if you decided that Austria was the instigator of the idea. Score three points if you realize that A Austria certainly dominates the alliance, that Turkey is too lazy or too weak a player to do his own thinking. And most important, score up to 5 points if you came to the conclusion that Austria has no intention of ever letting Turkey gain from the alliance and that Austria was already setting up a stab on Turkey.

Austria has done an extremely professional job of stringing Turkey along. He has taken Rum, most likely with Turkish support, while placing three armies around Turkey's sole conquest, and STILL has been able to put his major effort against Italy! Amusing is Austria's concern that you do NOT move to Moscow as Turkey is suggesting.

4) Score two points if you decided that Austria was an excellent Dippy player; one point if you merely considered him above average. Score two points if you decided that Turkey was no diplomat; his pieces and communication (or lack of, in both respects) tells the story. The fact that he is more interested in taking Sevastople and cutting down possibly his only help against Austria while Austria is running away with the game should tell you something right away. Turkey is not putting near the effort into the game that Austria is!

5) Certainly not. 5 points. 1. Austria does not want a large Germany to contend with. 2. Austria's army in Rumania will be participating in an attack on Bulgaria next turn. 3. Perhaps Russia will use A Ukr to support Sevastople, in which case Austria would surely not want to cut the support.

Austria wants Germany to move to Livonia for a couple of reasons. For one, it takes you that much further away from him; Germany is the largest country bordering Austria. Also, he doesn't want you to move to Moscow, cutting the support that he knows Turkey is asking you to cut. The fact that Germany will grow larger from the capture of Moscow (if you get it!) is easily outweighed when one considers that Russia is even more crippled, that England and France are still quite formidable powers bordering Germany, and that Germany is weakening his Western front by moving even further East.

6) Not an easy question to answer. Austria wants to attack Turkey, but he cannot do so yet, not only because he would then have to live through a Fall turn against an irate Turk with possible Rus/Turk co-ordination, but also because he needs his F Ion in the West for now. Austria will want to move to Ukraine, because he has most likely agreed with Turkey to do so (but remember, he doesn't want you to attack Moscow!)). He has got to string Turkey along another turn somehow, and supporting his A Arm-Sev may prove a little hasty. Less risky is the move to Ukr. That considered, he has also to protect Rumania from a Russian suicide maneuver, so perhaps A Ser S A Bud-Rum. If he wants to attack Turkey the following turn, A Budapest cannot go wandering into Galicia anyhow; it must move to Ser when A Ser takes Bulgaria. A build then in Budapest, and he is quite well fortified against anything Turkey and Russia can dish out. In the West, Austria and France are allied. The likely move is A Ven S FRA A Tus-Rom; F Ion S F Apu-Nap, trusting France to move F Lyo-Tyrr. Italy's best bet, A Rom-Nap & F Tyrr-Ion, will hold Naples. But it should be obvious that there is not a thing that can be done to prevent it's capture next turn without even forcing Austria to use F Ionian!

If you are not convinced yet that Austria will attack Turkey, consider the following: Three of Austria's neighbors will be crippled if not dead, and the fourth (Germany) will be up against a strong France. By taking Bulgaria, Austria should get two builds. A Budapest and F Trieste. Or, if Germany looks hostile, another army. It will then be unlikely that the combined efforts of even Germany, Russia, Turkey and Italy can bring him down. Austria's basic strategy in the early stages of the game is to gain this invincible position, even if it means stabbing two players in the same turn. Not uncommon is the method employed in this game; Austria first attacks Italy while allying with Turkey. Once Italy is completely under control and Russia crippled (Rumania captured), it is time to stab for Bulgaria. Austria's life is not an easy one, but he must go all out to cripple these three neighbors beyond much of a fight.

If you expect A Rum-Ukr, score four points. If A Bud-Rum, A Ser S A Bud-Rum, take another. If instead, you chose the alternative A Rum S TUR A Arm-Sev, give yourself three points. In the West, score two points if you saw the moves A Ven S FRA A Tus-Rom, F Apu-Nap, F Ion S F Apu-Nap. But certainly not F Ion-Nap! The fleet must be ready to attack Turkey next turn.

7) Turkey will move a simple and trusting A Arm-Sev, F Bla S A Arm-Sev. Two points. Score one more point if you expect F Aeg S A Bul.

8) NO. 5 points. France has no intention of remaining peaceful. The note from England promises the RETURN of Belgium...it was taken by France. Note, also, the build of A Par. It is a very trusting France that does not

retain a single fleet in the North, when Eng/Ger were formerly working together. As added proof, France wants to neutralize Ruh while French armies are poised for action. He mentions nothing of Bur, perhaps afraid Germany would move there. Note, however, that it is not the move to Burgundy that worries France, but the possibility that Germany will fling his pieces West rejoicingly at the first sign of weakness. France DOES want Germany to continue moving against Russia!

9) Yes, the plan England suggests is perhaps the best possible. If Belgium were to be attacked immediately, A Mun-Bur would be required to cut French support. That leaves Ruhr completely open to an attack or retreat. It is better to wait another turn for a regrouping of the German forces. England could not possibly be setting up a stab, because after his suggested moves, he would only have one fleet adjacent to Denmark and by then Germany would have A Kiel (or F Kiel) so as to support Holland 3 points.

10) Yes!! Chances are, he will. 6 points. Give me a chance to explain: 1. Remember, you're new to this game. England has yet to attack France, so there is no enmity yet. He knows the French player better than he does you. 2. No doubt France is offering Holland to break up the Anglo-German alliance. 3. Note the trusting build of A Par on the part of France. This should again prove something to you. 4. This may be more important than it seems: How did France get into Belgium in the first place? England likely didn't support him, but he certainly should have been able to prevent it!! 5. In attacking Germany, England will attain a dominating position much like Austria is trying to establish. England already has full control of the waters, and should have no trouble in routing France once Germany goes. There will simply be no one left to contest it.

11) Both England and France want Germany to move away, toward the South. Getting Germany and Austria at war can certainly not hurt them!! Since France cannot suggest that Germany move to Tyro while he is sitting right on the front ready to attack, England must try to do it for him...if you get my drift. Added proof of an Anglo-French alliance.

Anyway, back to the original question. The answer is both yes and no. Score two points if you realize that Austria is not likely to attack you within the next three years or so, but score two more points if you recognize the potential of Austria's position. He is definitely the candidate for victory that England and France claim he is.

12) Yes, Italy is probably sincere. No doubt he is entirely disgusted with the situation, and handing his centers to the largest country available is a handy way of showing his contempt. 3 points. As to whether it will really matter, yes, it will: if he does so, Austria possession of all four Italian centers will certainly give him the commanding position he wants, and Austria should

be in the game to stay. It's too bad that these kind of threats often have to be taken into account, but that's the way it is. Three more points.

13) England. Score 6 points. If you chose Russia, give yourself two points, but Russia's proposed moves are good. He is right when he says it is best not to worry about the English in St. Pete, when it cannot be prevented anyhow without total warfare. Call England, congratulate him on a fantastic arrangement, and let him know that you will commit yourself to a full-scale war on France. Phone calls seem to have a magical power in Diplomacy, and a little sweet-talk never hurts the situations.

14) In your opinion, one of two things will happen. Either England will attack or he will not. If he does, he will do so with a French alliance. In such a sad case you can do nothing to prevent the capture of Holland and Denmark. After that, the dominoes fall fairly easily. Certainly a Russian puppet can do nothing against an arrangement like that.

Now, what happens if England remains loyal? Germany may take Vienna and Belgium. You will retain a Russian puppet and a Turkish ally once Turkey has lost Bulgaria. The death of Italy cannot be prevented, but it may be delayed. Germany will never be able to challenge England on the seas, but will still have a chance at a two-way draw. So stick with England and pray.

Score 10 points if you moved as follows: A Mun-Ruh, A Hol S A Mun-Ruh, A Ber-Mun, A Sil-Boh, A War-Gal, F Bal-Den (or Kie). If instead you chose F Bal-Lvn, you have earned only seven points.

The moves A Mun-Ruh, A Hol S A Mun-Ruh, A Sil-Mun, A Ber-Kie, F Bal-Den, A War H is worth 4 points. If you varied with F Bal-Swe, score 2, and if F Bal-Lvn score 3. If you want a passive defense, better would have been A Hol S A Mun-Ruh, A Mun-Ruh, A Ber S A Sil-Mun, A War H, F Bal-Den. The point in this is it allows A Hol to retreat to Kiel. Score five points if you chose this. Any other move order, by now you should have the idea, and can grade yourself accordingly.

SO, HOW DID YOU SCORE?

65 or over: A mathemagenius of the umpteenth degree! With a mind so set on minute details, you should instead be playing Chess. (Oops -- my apologies to those of you who are entirely devoted to one hobby!)

50 - 64: A good rating! You should be able to hold your own against most any opposition.

35 - 49: Certainly nothing to be ashamed of; you are a competent player.

20 - 34: Apparently, you don't live for Diplomacy. Try a little harder to erase last night from your mind, huh?

0 - 19: In the immortal words of Dirty Harry, "Do you feel lucky?"

HOW TO PRODUCE A DIPLOMACY ZINE

FRED C. DAVIS JR.

Accurate records and good physical materials are the heart of any good publication. Your game maps are basic. Each of my maps are permanently mounted on heavy cardboard, mostly composed of corrugated boxes from old win cases. I tape two layers together to make a thick enough base so the map tacks don't come through the bottom. I store my maps vertically. Some players with more room hang them on the walls. I've purchased a large collection of map tacks in the 7 standard Dippy colors. You can find these in little plastic boxes in any good stationary store. Plain tacks cost 35¢ per box, and those with scored, crossed or dotted heads cost either 40¢ or 45¢. You'll need at least 14 boxes, so the initial investment is high, but it's worth it to have a permanent set-up which will last indefinitely. I use plain tacks for armies, and the marked ones for fleets.

One advantage of tacks over acetate and grease pencils is that you can pick up the tacks and move them at will. I usually make the complete move as ordered by each Power in adjudicating moves, except that sometimes a standoff is already obvious before I finish. The tacks are small enough so that two, or even three, will fit easily into any province. I use very light arrows, drawn with a No. 1 pencil, to indicate supports. It is then quite easy to see which moves succeed.

I maintain a separate folder for each game. I use the multi-pocketed kind. In the first pocket I place the orders as they arrive. I've drawn a chart resembling a baseball scorecard on the lower portion of this pocket. I place a checkmark in the correct box for that Power and move period when the order is filed. I use a "P" if the order phoned in, and "NON" for "No order needed" for build/removal periods where no adjustments are needed. This way I can see at a glance whose moves are in, and who's delinquent. I leave the box blank if no move is

received, and keep a stroke tally at the far left on the number of moves missed by that player.

In the second pocket, I keep sets of the rules, and in the third I keep sets of the maps. The fourth pocket is used for permanent comments and criticisms of the game. Some of these may be published when the game is over. Each folder is of a different color (Atlantica I is green, Abstraction is red), so I can get the right one at a glance. The names are printed on them, of course, but the color system is easier. I also have a separate folder to hold my House Rules and the Bushwacker universal buck slip. The Buck slip is attached to all shipments of rules, acknowledgments of cash receipts, etc., with various boxes to be checked as pertinent. This saves a heck of a lot of writing.

I have a set pattern for adjudication called the EFGIART system, in which the moves are always handled in that order of countries. This more or less corresponds to our left-to-right and top-to-bottom way of writing or scanning a map. By keeping to a strick pattern, I feel that I am less likely to overlook something. The press releases, however, are printed in whatever order I find most satisfactory from a typographical or esthetic viewpoint. (It's frequently necessary for me to cut down the size of press releases, since I try to keep my 'zine down to 8 pages. I also try to correct spelling and grammatical errors.)

I underscore all failed moves right on the players' own orders. Then, I type up the orders more or less in the order in which the players have written them. However, I always run strings of moves together, and follow up a move with its supports. Some players do not always write their orders in this orderly fashion, and you have to hunt all over for their supports. Never type directly from the players' orders to your stencil if you can avoid it. Always try to type up the moves on paper first, so if you make a mistake, you can always correct it before typing the stencil or master. This also gives you a chance to esthetically rearrange the orders for better typographical appearance if the original typing comes out with awkward hyphenations or lines containing single words. Above all, always proofread your work before going to press.

You'll have to be your own judge on the amount of your Game Fees, but remember that you can expect postage and publishing expenses to continue climbing. If you set your game fee based on current postage rates to continue climbing, you might be running deeply into the red when that game is being finished some two years from now. Allow yourself some margin for error to take care of unexpected expenses. And keep a careful record of who's

paid what, in case you have to refund the money

Another expense you'll have to consider is the number of trade or free copies you're going to send out. You can easily go bankrupt if you wind up trading with every other Dippyazine on the continent. I send out about 8 complimentary copies; to Mr. Calhamer, to GRI, to certain IDA people, and to personal friends.

As for production of BUSHWACKER, itself, we use the Harry Golden system; namely, we write things as the mood hits us, and drop them into a manila folder. About four days before the deadline, I pull out the folder and type up as much of the newsletter as possible in advance, selecting items for both their pertinence and how much space they will take. Hopefully, most of the non-game material will already be on stencil by deadline night. Therefore, it is usually possible for me to print BUSHWACKER on either the day after the deadline, or the day after that. Having Overseas players, I do my best to get the issues out quickly, so I can hold to a deadline every 4 weeks. Whenever possible, I drop the 'zines off at either the Post Office or a box having a late pickup (identified by having two stars on the box). I use First Class Mail for almost all copies, to avoid having them sit in the P.O. for a couple of weeks. If you're going to print a zine, learn your neighborhood mail pickup schedule. If yours is like ours, you get one pickup a day, and none on Sunday. However, the box will tell you the location of the nearest late pickup box. Better to bring your brainchild there or to the Post Office, especially if you're mailing on a weekend.

I maintain my mailing list in alphabetical order on the Flexoline strips, a trick learned from the Social Security Administration. Each strip contains the name and address of one person, and an indication as to whether he is a player, trader, or subscriber. To add or delete a name or change an address, it's only necessary to handle one strip, which is much easier than handling a typed list. I buy my strips from a firm called Datastrip Corporation, 120 Eleventh St., S.W., Charlottesville, VA 22903, as my local stationary store no longer stocks them. (A recent check disclosed that they're not available in stores in Chicago, either, so your best bet is probably to write directly to the company). Ask for a catalog, so you can decide which size Datastrip looseleaf book you want to use. I use the Datastrip 1 size for BUSHWACKER, and the larger Datastrip 2-book for my Maryland Mensa records, which includes some 200 names. Datastrip 1 is large enough to hold up to 100 names.

With the advent of the Western Union Mailgram, I decided to give every player a

secret code number, so he could make use of telegraphic orders. (The problem with Mailgrams is the lack of a signature. Some other player could be sending in the order.) There are many ways of assigning a code number or name. You could be completely arbitrary. Then no one could ever "crack" your system. However, it's easier for you if you do have a system. I do have a system, based on three numbers. Naturally, I'm not going to tell you what it is, but it does make the assignment of code numbers quite easy for me. Should I lose my list, I could reconstruct the code numbers immediately from my key. You could also use the player's Social Security numbers, or the last four digits thereof. But whatever system you use, never reveal your method to anybody.

If you're not wealthy enough to afford some type of addressograph machine, you'll want to use mailing labels that can be typed, rather than to laboriously address each copy by hand. I use a brand called "Avery Self-Adhesive Address Labels," which comes in 8 1/2" x 11" sheets (Cat. No. 5374). A carbon paper can be inserted between two sheets, so I can type up two month's worth of labels at once. Since Dippy players change addresses so frequently, there is no point in working more than two months ahead. Someone always moves each month, anyway.

I print on a Roneo 250 mimeograph machine. This is the most compact quality mimeo machine on the market. It cost \$230 new. Fortunately, I was able to split the cost with the Mensa Club, as I print their newsletter too. While it took a bit of time to to learn how to run the Roneo machine properly, the effort was worth it. There is no fuss or muss with a Roneo, as you have with older machines. Even if you should get ink on your clothes, the ink is soluble in water. In any event, I urge all would-be Dippy publishers to try to get access to a mimeograph, unless you have free access to a Xerox and don't plan to run more than 3 pages per issue. My thoughts about most Ditto machines are unprintable. I know of only three Dippy publishers who print truly readable Ditto copy.

If you print back-to-back, you'll need to use heavyweight paper, such as the substance #24 (24-pound) paper used for BUSHWACKER. You can get by with 20-pound paper, but it really doesn't look good. Be sure to print extra copies of the front side of each page to allow for spoilage when you run the backs through. And always make some extra copies to allow for emergencies and late requests for back issues.

One final bit of advice to potential GM's. Don't bite off more than you can chew. Start out with just two games, and see if you can keep up. There's plenty of time to branch out afterwards with more games.

N. A. DEMO GAME.....

1978-IM

Gamemaster: Eric Verheiden

Commentary: Mark Berch

Fall 1901

AUSTRIA: (Gregg Gallagher)
A Gal S RUSSIAN F Sev-Rum, A Ser S F Alb-Gre, F Alb-Gre.
ENGLAND: (Bob Fabry)
A Edi-Nwy, F Nth C A Edi-Nwy, F Nwg S A Edi-Nwy.
FRANCE: (Don Bingle)
F Mid-Spa(sc), A Pic-Bel, A Bur-Mun.
GERMANY: (Bernie Oaklyn)
F Den-Ska, A Kie-Den, A Ruh-Hol.
ITALY: (Lee Kendter Sr.)
A Apu-Tun, F Ion C A Apu-Tun, A Ven-Tri.
RUSSIA: (Don Ditter)
A StP-Mos, A Ukr-War, F Both-Swe, F Sev-Rum.
TURKEY: (Jerry Jones)
F Ank-Blk, A Arm-Ank, A Bul S RUSSIAN F Sev-Rum.

Supply Centers:

AUS: Vie, Bud, ~~Txx~~, SER, GRE...has 4...build one
ENG: Home, NWY.....has 4...build one
FRA: Home, BEL, MUN, SPA.....has 6...build three
GER: Ber, Kie, ~~MAA~~, HOL, DEN...has 4...build one
ITA: Home, TUN, TRI.....has 5...build two
RUS: Home, SWE, RUM.....has 6...build two
TUR: Home, BUL.....has 4...build one

Fall 1901: Fall 1901 represents a triumph of Russian Diplomacy. Not only has Germany temporized in the north, allowing him into Swe, but the Balkans have come up roses. Had A-T pressed the attack, not only would Russia not have gotten Rum, but one of either Sev or War might have fallen. Instead, Russia grandly sails into Rum with support from both neighbors, Sev is open for a build, Arm is evacuated, and Austria will be seriously distracted by the Italians. It would seem that Russia's pleas for help were heard by everyone. It is difficult for me to see what Turkey and Austria have to show for their F01 orders. A Ser, A Gal, and A Bul all provided unnecessary supports, and the other Turkish army wandered aimlessly. Completing the eastern picture is Italy. His position is not as good as most 5 center 1901 Italy's. There is no sure ally against Austria, and France's move to Spa(sc) must be worrisome. In the west, Germany has placed a fleet in Ska, but at a fearfully high price. The failure to stand Russia out of Sweden will not sit well

with England, and of course that maneuver meant that Mun would be unguarded if Germany wants two builds. But F Ska is in a precarious position: many a fleet has been annihilated in the Skag, as there is no retreat province should E-R form in S02.

France emerges with the commanding position, taking advantage of English and German preoccupation with Scandinavia to collect Bel and Mun. There is a theory, recently repeated by Richard Sharp in his new book, that somehow it is foolish for France to even try for three builds in 1901. (Statistics show just the opposite; see DW #18, pg. 13). It will be interesting to see how this France fares. If the alliance with England holds, then great pressure can be brought to bear on Germany. In addition, a build of F Mar means that France will have the muscle to open a front against Italy, who is already embroiled in the Balkans without an apparent ally. Add to that Portugal which will come eventually, and France is a man with few cares.

E-F Alliance Solidifies as Turkey Preserves His Options

Winter 1901

AUSTRIA: Builds A Vie. Has A Vie, A Ser, A Gal, F Gre.
 ENGLAND: Builds F Edi. Has A Nwy, F Nwg, F Nth, F Edi.
 FRANCE: Builds A Bre, A Par, F Mar. Has A Par, A Bre, A Bel, A Mun
 F Mar, F Spa(sc).
 GERMANY: Builds A Ber. Has A Ber, A Hol, A Den, F Ska.
 ITALY: Builds A Ven, F Nap. Has A Ven, A Tri, A Tun, F Nap, F Ion.
 RUSSIA: Builds A StP, A Sev. Has A StP, A Sev, A Mos, A War, F Swe,
 F Rum.
 TURKEY: Builds F Con. Has A Bul, A Ank, F Bla, F Con.

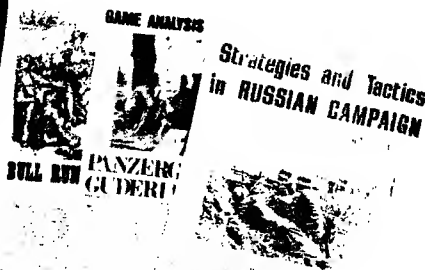
WINTER 1901: With E-F building fleets away from each other both countries can be pleased. Building A Bre, rather than F Bre means that one of the southern fleets must move away from the front if Por is to be taken this year. This is a rare case where taking Por in F01 could have given France more flexibility than Spain, since A Bre Brest can reach Spain in F02, allowing F Por-Mid-?

The Turkish fleet adds another potential problem for Italy, as A/T could force the Ionian if F02 if France moves F Lyo-Wes/Tyrr. The remainder of the builds are unremarkable. Austria and Germany must leave an exposed home center open.

At this point, the game has France on top, Russia not far behind, E/I/T more or less in the middle, Austria in trouble and Germany in serious trouble.

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Spring 1902

AUSTRIA: A Gal S TURKISH A Ank-Rum, A Vie-Tri, A Ser-Alb, F Gre-Alb.
 ENGLAND: F Nwg-Bar, F Edi-Nth, A Nwy-Swe, F Nth-Hol.
 FRANCE: A Bre-Pic, A Par-Bur, A Mun-Rnh, A Bel S ENGLISH F Nth-Hol,
 F Mar-Spa(sc), F Spa(sc)-Por.
 GERMANY: A ~~Nth~~ (retreat Kiel or OTB)-Bel, F Ska-Nth, A Den-Den, A Ber
 S A Den-Kiel?
 ITALY: A Ven S A Tri, A Tri S A Tun-Alb, A Tun-Alb, F Ion C A Tun-Alb,
 F Nap-Tyr.
 RUSSIA: A StP-Fin, F Swe S A StP-Fin, A Mos-StP, A War-Sil, A Sev-Ukr,
 F Rum (retreats Sev or OTB)-Bla.
 TURKEY: A Ank-Rum, F Bla C A Ank-Rum, A Bul S A Ank-Rum, F Con-Aeg.

SPRING 1902: It's back to S01 time in the east as Russian troops move north, just in time to see A/T renew the attack. Austrian A Gal provides another (in retrospect unneeded) support, but this time at a serious costs. His failure to move A Gal-Bud means that he cannot retake Tri by force this year. So unless he grabs War (another missed opportunity for A Gal this spring), Austria will again have little to show for this army. His other units, however have deftly stalled the Italian convoy.

Russia's relationship with Germany is certainly an important ambiguity on the board at this point. A Sil could of course wreck the German continental position. Alternatively, he could support A Kiel-Mun assuring the retaking of Mun if Ber also supported the move. Of course, France could decide that Munich was hopeless, and go for Kiel. So E/F will have to guess to hold Germany to three centers. In Scandinavia, it is Germany with the free hand. F Ska-Nth pinned down F Edi, thus helping both R and G. Germany might support himself into Swe. But more likely is either F Ska & A StP S F Swe-Nwy, A Fin S A StP, or F Ska & F Swe S A StP-Nwy, A Fin-StP. Either way Russia would compensate for the loss of Rum. This would allow him the luxury of A Sil --- if he can hold Sev.

Which is where the French moves come in. Rather than send his A Bre all the way to Por, he's brought it east to Picardy, where it would not be needed if the E-F alliance were strong. In addition the fleet moves west and the accompanying failure to move on Italy further questions the E-F alliance. Perhaps one of fleets is bound for Scandinavia to prop up the England --- in which case moving F Spa(sc)-Por-Mid seems rather inefficient. Most likely France is biding his time, trying to reassure

both E and I. All this is important to Russia. If E-F is quite strong, then Russia would be a fool not to aide Germany. But if not, then A Sil could be put to better use in the east, or against Germany. After all, France could easily move F Spa(sc)-Mid, pick off Holland, accept the loss of Mun and still get a build. England would be out of position to resist fleets entering Eng and Irs in S03.

Another man with a choice is Turkey. A Sev-Ukr could easily mean that Russia saw the convoy coming and wanted a retreat square. And if he saw it coming perhaps he agreed to it. Turkey might try to collect Sev as well, but that will require either Austrian help of (further?) deception of Russia by either A or T. But dare Turkey risk weaken Russia too much? After all, someone has to stop E-F, right? Or do they? Those who think that France and Turkey cannot possibly have anything to say to each other in the opening game would do well to ponder the S02 situation. Turkey's alternative is to stab Austria. Either Ser or Gre, and possibly Bud as well could be taken. But in view of France's unwillingness (or is it just a delay?) to move on Italy, that would risk the formation of a strong I-A-R alliance.

So there are a number of questions at this point, and the prognosticative reader may want to ponder these before he reads the further adventures of 1978-IM: Will R-G cooperate (and if not, who betrays whom)? Will France stab his English ally? Will Turkey press the attack on Russia? Move on Italy? Stab Austria? Will Germany learn to write his orders straight? And will Austria finally figure out something useful to do with A Gal?

Well, I'm out of moves. Over to you, John Boyer!

RULES FOR HOLOCAUST

- I. HOLOCAUST is a 9-player variant of Diplomacy. Country's home supply centers and starting positions are as follows:

CANADA: F British Columbia, A Northwest Territory, F Quebec
 UEA: F Los Angeles, A Denver, F Houston, F Washington
 S. AMERICA: A Venezuela, A Columbia, F Chile, F Brazil
 W. EUROPE: F England, A Germany, F France(wc), F Italy
 UAS: F Sudan, F West Africa, A Egypt
 RUSSIA: A Leningrad, A Moscow, F Sevastopol, A Irkutsk, F Valdivostok
 CHINA: A Tibet, F Chungking, A Manchuria, F Peking
 JAPAN: F Osaka, F Tokyo, F Hokkaido
 AUSTRALIA: F Darwin, F Sydney, F Melbourne

There are a total of 53 supply centers. Neutral supply centers are: Alaska, Greenland, Mexico, Panama, Cuba, Slavia, Scandinavia, Arabia, Iran, India, Turkey, Tunis, Mozambique, South Africa, Korea, Borneo, New Zealand, New Guinea, Guam, Philippines.

- II. The game begins with Spring 1950. Criteria for victory: the player with the greatest number of supply centers over 22. If two players reach 23 centers at the same time, play continues until one has more than the other. A player may also win by concession.
- III. Madagascar is not a supply center, but is a build center for Western Europe. Western Europe (and only W. Europe) may build in Madagascar provided it is vacant (no other units sitting there). In similar fashion, Singapore is a build center for Canada.

Normal Rules of regular Diplomacy apply except for the following deviations:

- IV. A country may build in any neutral supply center that it owns. A country may not, however, build in another country's home center, regardless of ownership.
- V. In a convoy involving more than one fleet, if a fleet in the convoy chain is dislodged the army being convoyed stops on the fleet behind the dislodged fleet in the convoy chain.
 Example: USA: A Was-Moz, F MAO C A Was-Moz
 S.AM: F SAO & F SWIO C American A Was-Moz
 AUS: F SEIO-SWIO, F NIO (S) F SEIO-SWIO
 The American army does not make it to Mozambique but is stopped on the South American fleet in the South Atlantic. A/F combinations are discussed in Rule VI.
- VI. In addition to the normal convoy rules, a fleet may carry an army with it across several bodies of water.
 1. Army embarkation requires one turn; after embarkation the army/fleet (A/F) moves as a single

HOLOCAUST

is Here

KONRAD BAUMEISTER

Holocaust, the first Diplomacy variant designed by the able hands of Steve McLendon, was sent out to all of the receivers of his zine, The Dragon & The Lamb, in December of 1978. Steve quickly cleaned up some of the rule ambiguities and had several games begin by mid-February. The variant is now catching on outside of his zine. Holocaust is truly a success.

What has separated Holocaust from so many other variants for it to be so popular? There are three main reasons for the great acceptance that Holocaust is receiving: The map and the rules, the care that was lavished upon the project by the designer, and the research that was put into the variant.

The Map and Rules: The map is a full size projection of the world. It has only 53 supply centers, which is pleasingly manageable, compared to about 125 centers in Colonia IV (also a global variant). Thus, given 9 players, you don't need a huge array of paper clips, buttons, pins & needles, and Risk pieces to play the game. The spaces in the maps that Steve sent out are large enough to use the map directly in face-to-face play.

My only complaint (if you can call it that) is that the map may "overlap" too much from one side to the other. An explanation is in order. In almost all global variants, such as Colonia IV, one must make passage from the east to the west possible, and this is done by printing a little bit of the same segment of the map on both ends so that you can better see where you are. In Holocaust, almost all of Asia is reprinted on both ends of the map, which seems to be a bit much. My family and I found it a bit unwieldy in face-to-face play unless we used units on both ends of the map to take the place of a single unit, which can even become more confusing! This is not a major problem, but rather a minor irritant, and nothing when compared to some of the problems that have been encountered in other variants.

The rules are written clearly, and all the rule questions were answered quickly by Steve before the games truly got started. For the most part the rules are fairly conservative, with the notable exception of the Army/Fleet rules (which provides for more realistic convoys) and the rule saying that units may be built in any unoccupied S.C. held, except for those that were formerly home centers of another Power. Many examples are given to illustrate the workings of the A/F beast which is definitely a plus in my book. Those that are novices to reading

variant rules can only profit from said examples.

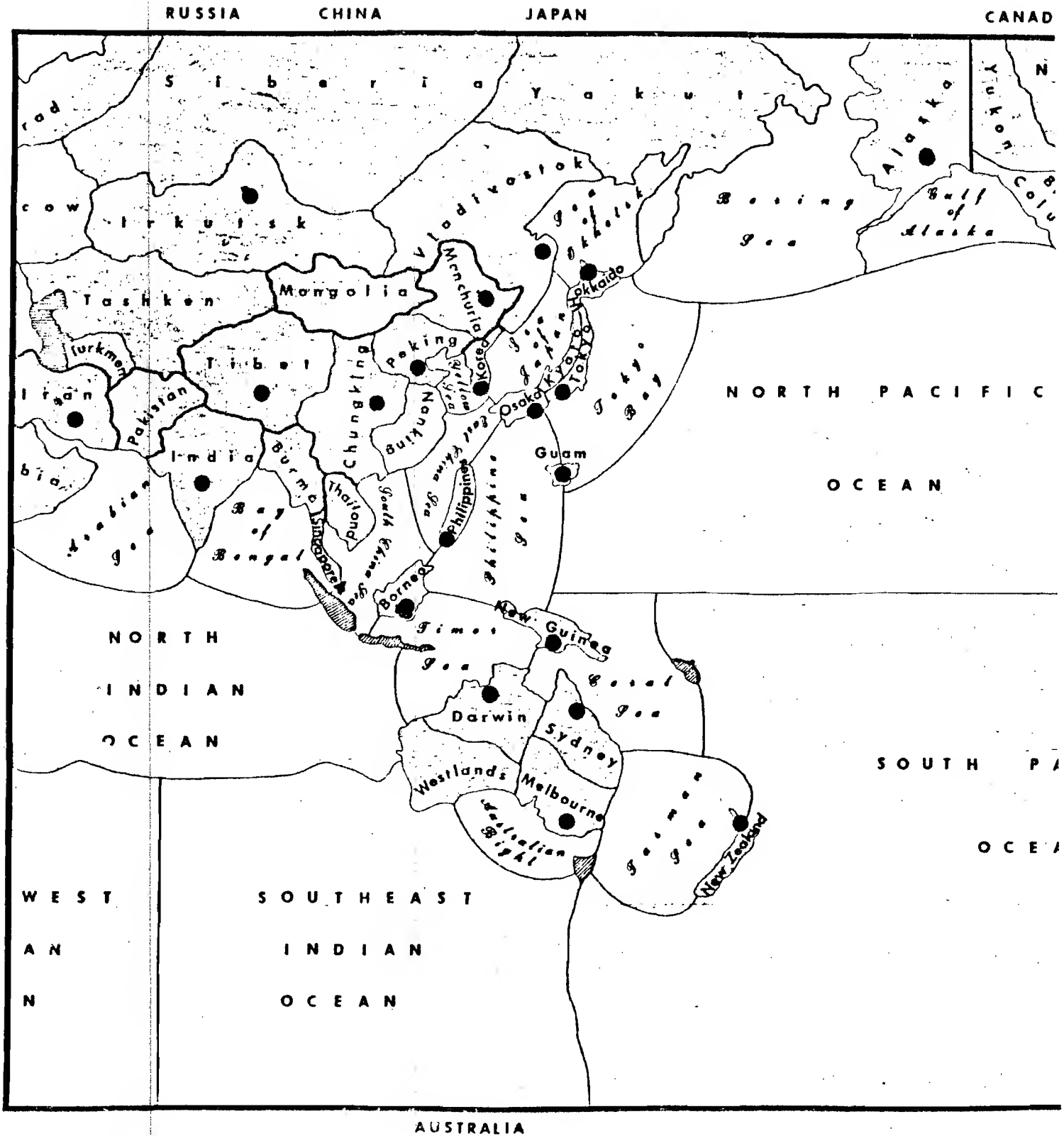
The Care: As I said earlier, this was Steve's first effort at a Diplomacy variant and one can tell that he worked very hard at it. One realizes this when one sees the map, the clarity and examples of the rules, and the grueling work involved in balancing the game. The whole shebang took Steve about three months to design, and even at that he had help from Eric Verheiden, Mark Berch and Bob Sergeant. That is the way to design a Diplomacy variant. Potential designers should take note; as Steve, or anyone else can tell you, speed counts for nothing when gained by sacrificing quality. I'm glad to say that Steve didn't ruin his efforts by publishing Holocaust prematurely.

The Research: This is probably the point where Steve received most of his help, namely from Mark Berch. Mark was able to balance the variant somewhat by mathematically working out how many units each Power should begin the game with. He did this by counting up how many uncontested neutral S.C.'s each could gain, divided that by how many other Powers it could come into conflict with over that particular center. He worked into that number the number of countries that any Power would have to deal with over the first few game years, and came out with a rough estimate of how many units each Power should have. (Russia is given 5, the others 3 or 4 each. In all global variants it is quite necessary to make Russia substantially stronger than most of her opponents, or else there would be a vacuum in the north, throwing off the game balance.) When Mark's work was combined with Steve's studying of his atlas, they were able to come up with the starting positions as they are now.

In all due honesty, however, I should point out that there are a few flaws in the research area of the variant. For example, the game's first year of play is 1950. Why then doesn't the Philippines belong to the United States, and several colonies to England, etc.? If play balance is the answer, then this is justified. However, there is usually some other way of working out the balance while keeping historically accurate. Also, the game deals exclusively with conventional weaponry, despite the fact that nuclear weapons were available at the time. This is unrealistic outlook -- surely the United States would employ the use of "The Bomb" if confronted by the Soviet Union. If there are no nukes to be used, why then is the variant called "Holocaust"? There are a few other little discrepancies involved which detract ever-so-slightly from Steve's work.

All in all, Holocaust turned out to be a pretty good variant; and a darn good one at that for a first try. While there are plenty of global variants available today, Holocaust is one that you should try. Should you be interested in same, you can start by checking out my zine, Eggnog, for game openings.

H O L O



Designer's Notes

STEVE MCLENDON

I really don't know what came over me. For five years I was just another regular Diplomacy nut. You know - A Mun-Bur and all that. Just a plain and simple life, content to live out my days attacking Italians and Turks, being clobbered by Russians and Germans in the time long established custom of standard Dippy play.

Then one day, quite without warning, the bug hit me. No, not pneumonia - the Variant Virus! Fred Davis and Konrad know the symptoms: the shakes, insomnia, the craving for an Atlas. Sometimes there is no cure. No matter how many variants you dream up, the shakes return and you have to design just one more. But I was fortunate, for when I had completed Holocaust I was once again my quiet, reserved and humble self.

I knew that I wanted a global variant. But how many players? How many supply centers? The latter question was easy. In order to be playable in a relatively short time (18-24 postal play months), I felt that 55 centers would be the maximum. So I sketched a rough outline of the world map. After playing with countries and boundaries for awhile I initially had decided on eight countries - the present nine minus Australia. But after studying it for awhile it became evident that there was too great a vacuum in the South Pacific. Australia was needed to fill this void.

The preliminary design complete, I sent copies to Bob Sergeant, Mark Berch and Eric Verheiden - three very able analyzers. Their contributions have already been described by Konrad, but I would once again like to express my gratitude for their time in helping make Holocaust what it is. And especially to Mark Berch, whose probing questions impressed upon me the need for clear and concise rules. Fred Davis has also made valuable suggestions which I plan to incorporate in one form or another.

The map was drawn large enough to use the regular Diplomacy pieces, a full 24 x 42 inches. I don't like to play variants if all I have is an 8 1/2 x 11 inch map - sort of difficult to manipulate pieces around on that.

With a 9-player global variant, even with keeping the total supply centers relatively low, I felt that three basic changes to the standard Diplomacy rules were needed:

- 1) Allowing builds in any neutral supply center a country may own.
- 2) Allowing an A/F combination
- 3) Modifying the convoy rule

Even in regular Diplomacy it takes some time to get those newly built units from their home centers to the front. For a 9-player variant, I felt it was mandatory to speed up this process.

Allowing a country to build in any center it owns accomplishes this. And it may even be a bit more realistic, if one considers the neutrals in a sort of mercenary fashion. The conquering power would surely build a shipyard if it was strategically advantageous to do so. And, in past history, it was not uncommon for conquered minor countries to "lend" troops to the cause (the Third Reich notwithstanding).

A different convoy structure was also needed. Since most of the earth's surface is water (and the map reflects this in its many sea spaces), the sea lanes could get very crowded and snarled up. If stuck with the basic convoy, transporting an army from one continent to another could prove to be a very difficult task. To facilitate this the A/F concept was inserted, allowing an army to be "loaded" onto a fleet and transported in that fashion. This allows yet another consideration: if an A/F is dislodged it may be retreated off the board, giving the player two builds he may need elsewhere.

Along these lines, the standard convoy rule has been modified so that an entire move is not wasted should a long convoy be attempted unsuccessfully. Instead of an army staying where it was, it stops on the fleet immediately behind the fleet that was dislodged, and at least some progress is made. Both the A/F rule and the modified convoy rule are also a bit more realistic, methinks.

Now Holocaust is in the play testing stage, with two games going in my zine and one in Bob Sergeant's St. George and the Dragon. Play testing is the only true way to "fine tune" a variant. Konrad has brought up a valid point in the question regarding the Philippines, etc. Play balance was indeed the reason for all that, and Fred Davis has suggested a way out. Instead of naming the seasons S'50, F'50, etc. simply go with S'01, F'01. etc. This removes any connotations associated with decade or century. A minor point, true, but valid nevertheless.

More work, I feel, is needed on Canada and on Africa. Canada is almost completely at the mercy of the USA. If the American player wants to stab Canada he can do so very effectively, and then proceed to annihilate him single-handedly.

Africa has been made a trifle too strong. He is guaranteed three neutrals in the first year which is a bit much.

The sea spaces I am generally happy with, except the North and South Pacific Oceans. Once the American player gets a fleet into the North Pacific there is little he can do with it, since most of the adjacent sea spaces will have foreign fleets in them. As the play test games get further along I'll have a better idea of the proper corrective measures.

Everything considered, I am quite happy with the success of Holocaust to date. I've tried to come up with a new and exciting game to play. But then, a fellow can do just about anything with a little help from his friends.

unit as would a normal fleet. Army disembarkation also requires a separate turn.

Example: Spring 1951: A Bre (b) F SAO, F SAO (b) A Bra

Fall 1951 : A/F SAO-SWIO

Spring 1952: A SWIO-Moz, F SWIO-H

When disembarking an army, the fleet must be ordered to hold.

2. The fleet is the controlling piece for any embarking armies and for all armies it carries.

Example: USA: A L.A. (b) Japanese F NPO

CAN: A B.Col (b) Japanese F NPO

JAP: F NPO (b) American A L.A.

All control of the American army now passes to the Japanese player. The American player writes no more orders for that army until it is time for it to disembark. The American player does write the disembarkation orders.

3. An army may be transferred from one fleet to another on the high seas.

Example: USA: A MAO (b) So. American F SAO, F MAO-H.

S.AM: F SAO (b) American A MAO

Likewise, an army may be convoyed from a fleet on the high seas.

Example: Spring 1955: W.EUR: A/F WMed-MAO

Fall 1955 : W.EUR: A MAO-Wslds, F MAO-H

S.AM: F SAO & F SWI & F SEI C W. Europe A MAO-Wslds

4. The A/F combination may not move to a coastal province, but remain on the high seas. Thus, A/F MAO-Was would be an illegal order.

5. Army embarkation may not take place if the embarking fleet is dislodged. Army disembarkation will succeed, even if the disembarking fleet is dislodged.

Example: CHINA: A Nan (b) F ECS, F ECS (b) A Nan

JAPAN: F Phi-ECS

Army embarkation was not affected because the embarking fleet was not dislodged.

Example: CHINA: A Nan (b) F ECS, F ECS (b) A Nan

JAPAN: F Phi-ECS, F Yel (S) F Phi-ECS

Army embarkation does not succeed and the Chinese F ECS is dislodged.

Example: CHINA: A ECS-Nan, F ECS-H

JAPAN: F Phi-ECS, F Yel (S) F Phi-ECS

Army disembarkation does succeed but the F ECS is dislodged.

6. A convoyed attack does not protect the convoying fleet.

Example: CHINA: F Nan (S) F Yel-ECS; F Yel-ECS

JAPAN: A ECS-Nan, F ECS-H

The army cannot protect the fleet, and the support of the Chinese F Nan was not cut. The Japanese A/F ECS is dislodged.

7. If an A/F is dislodged from a space, it retreats as a single unit. If the only available retreat spaces are coastal provinces the army may retreat to one of these. In so doing, however, the fleet fights to the last ship to allow the army to retreat and the fleet is annihilated. The A/F may retreat OTB.

8. An army may board a fleet via convoy.

Example: CANADA: A B.Col-SAO, F NPO & F SPO C A B.Col-SAO, F SAO (b) A B.Col

S.AM : F Sco C CANADIAN A B.Col-SAO

9. The A/F may receive and give support. It may not, however, give support into a coastal province since it may not move there itself.

VI. Armies and fleets in coastal provinces, if of the same nationality, may exchange places.

Example: USA: A Mex-L.A., F L.A.-Mex

Both moves succeed because both units are of the same nationality.

Example: USA : A Mex-Pan

S.AM: F Pan-Mex(wc)

A standoff results because the units were of different nationality.

VII. The Black Sea and the Eastern Med are adjacent. Turkey and the Balkans are adjacent. The Eastern Med and the Red Sea are not adjacent. A fleet may not move from Arabia to Syria, or vice versa. The only means by which a fleet may move from the Red Sea to the EMed is via Egypt.

VIII. Leningrad, Mexico, Columbia, and France are double-coasted provinces.

IX. For abbreviations, the first three letters of the space will usually suffice. As an aid to the players, in some spaces the accepted abbreviation is given in brackets.

DragonsTeeth Rating System

ROBERT SERGEANT & STEVE McLENDON



DragonsTeeth is a rating system for postal Diplomacy games, designed and maintained exclusively for DIPLOMACY WORLD by Bob Sergeant and Steve McLendon. Consideration is given not only to wins and draws, but also how close a player comes to those two ideals, and how soon he is eliminated.

A description of how scores are computed is given below. A listing of the guidelines we use in not rating games and players is included as a statement of intention to all gamemasters and players. Please note that we do not mean to try to control gamesmaster policy or the course of any postal game. The players can have any game conclusion or conduct they wish, however, for a game to be rated it must conform to the criteria described below.

For a Win: 34 points + 1 point/center (up to 18)

For a Draw: 34 points/players + 1 point/center

For Survival: 1 point/center

For Elimination: -8 points if first eliminated
-6 points if second eliminated
-4 points if third eliminated
-2 points if fourth eliminated
0 points if fifth, sixth or seventh eliminated

Let us explain eliminations. We are speaking of player eliminations, not necessarily country eliminations. If a player drops his position, then he has in effect, eliminated himself from the game. Thus, if a player drops his position at the end of 1901, his score will be -8 (if he was the first player out) regardless of how his country does thereafter.

A player who resigns his position (notifies the GM and sends in a final set of orders) is treated somewhat differently. We do recognize that a player might have a legitimate reason for resigning from a game, yet we do not wish to create a loophole by which a player can avoid a poor showing (and thus, a bad score) by simply "tendering his resignation". If a player resigns simply to avoid a bad situation...well, he's going to get it anyway. This does require some judgement on our part, but we use two main criteria:

- 1) The player resigns with 4 or less units (except in 1901) or,
- 2) His country has lost centers in the year that he resigned from.

What we are trying to do here is distinguish between resignations due to extenuating circumstances and resignations because the game is going sour.

Another aspect of the DTRS is that we do not rate standbys. The DTRS rates only starting players. It is our feeling that one cannot, with any accuracy, rate a standby player against a starting player. The game situation for the two is completely different. It is our opinion that starting players should be rated against other starting players, and standbys against other standbys. Bob and I are now in the process of designing that rating system for standbys, and it will appear in subsequent issues of DW.

DTRS also does not rate inactive players. What do we mean by "inactive"? Well, if you do not complete a game as a starting player within two years of your last score update, your card goes into our inactive file, and your name disappears from our rating list. If you don't complete a game within four years then we toss your card into the circular file. If we place your card in the inactive file and you subsequently finish a game, you will be put back into the active rating list.

So, in the ratings below, if we have no games on you after May 1976 your name will not be listed. We probably still have a card on you, it's just that we think that you are no longer playing postal Diplomacy as a starting

player. Unfortunately, there have been no game reports published since May of last year so quite a few are still outstanding.

Game and Player Rating Criteria

1. A game will not be rated if it uses a variant of the Diplomacy board, has less than 7 players, or has a gross variation of the Rulebook.
2. A game will not be rated if one or more full game years are played face-to-face.
3. A game will not be rated if all the players are from the same locale.
4. A game will not be rated if the GM is also a player in that game.
5. A game will not be rated if one player has played 2 or more countries in that game and he played more than one game year at each position.
6. A game will not be rated if it is concluded because of a time limit.

7. A game will not be rated if there is a voted draw before the end of 1904.
8. A game will not be rated if there is a voted win to a player with less than 11 centers.
9. A game will not be rated if the GM enlists substitutes for countries with 5 or less centers but lets another country with 5 or more centers go into civil disorder without calling for standbys.
10. A game will not be rated if a player vote gives a win to a player with fewer centers than any survivor.

The following list encompasses 584 games, from EVERYTHING #19 (1/75) through EVERYTHING #39 (5/78). There may be players still active in the hobby who indeed started before Jan '75. Those who we believe fit into this category are marked with an asterisk (*), and we are now researching the earlier issues of EVERYTHING to make sure that all of their games will be included in the next update.

As a prelude to the player ratings, we applied the DTRS to the countries:

Score		Win	2D	3D	4D	5D	6D	7D	Elim
8.98	RUSSIA	89	21	20	13	11	3	1 (69D)	113
8.85	FRANCE	50	22	38	29	14	3	1 (107D)	72
7.74	ENGLAND	50	20	31	29	14	3	1 (98D)	100
6.78	GERMANY	58	29	26	18	15	5	1 (92D)	116
6.74	TURKEY	47	15	27	27	12	1	1 (83D)	113
6.15	AUSTRIA	59	14	24	26	12	2	1 (79D)	116
5.17	ITALY	38	17	20	18	12	3	1 (71D)	103
		391	69	62	40	18	3	1	

As one can see, France or Russia is the country to play. But look at France. His number of wins is only average, so why is his score so high? Well, he has more draws than anyone else, and far fewer eliminations. Austria ranks second to Russia in wins and his number of eliminations is about average. Why is his score so low? Because in 65 of his 116 eliminations (56%), Austria was eliminated first. No other country has that high of a percentage of being first eliminated.

In the past two years, the number of French wins has been rising steadily--so that France may soon overtake Russia in total scoring. Also the proportion of Italian wins has been decreasing, causing him to sink even further into the bottom.

And now, the DTRS Player Listing. A player's score is determined by the following equation:

$$S = \frac{P}{N} \cdot 1 - (.7)^N$$

where S=player's average score

P=total number of points accumulated

N=total number of games played

The factor $1 - (.7)^N$ is a correction factor for

the wide variances that occur in the average scores of players rated on the basis of but a few games; it approaches one as N increases--reaching .99 when N=12, and .92 when N=7. Only players which have completed two or more games are listed in the player ratings.

Top Board

Rank	Score	N	Player
1	38.57	4	Tim Roberts (4W)
2	38.56	5	Ray Evans (4W)
3	34.10	3	Gary Kilbride (3W)
4	34.07	4	Richard Hucknall (3W)
5	33.70	8	Tony Ball (4W)
6	32.31	6	Randolph Smyth (4W)
7	30.76	5	Steve Pratt (3W)

Second Board

8	29.76	5	Eric Willis (3W)
9	28.89	7	*Richard Walkerdine (2W)
10	28.61	4	Mike Ingham (2W)
11	28.47	5	John Fleming (3W)
12	28.43	7	Lee Kendter Sr. (3W)
13	27.93	4	Tadek Jarski (3W)
14	27.73	7	David Barnes (3W)

The rest of us:

15	27.45	15	*Joel Klein (4W)
16	26.52	2	Nicky Palmer (2W)
17	26.22	4	Andrew Holborn (2W)
18	26.01	2	Horst John (2W)
19	25.14	4	Larry Moran (2W)
20	24.23	4	Gareth Lodge (2W)
21	24.07	9	John McKeon (3W)
22	23.76	3	Micheal Ernestus (2W)
23	22.99	10	*Don Pitsch (4W)
24	22.85	10	Allan Ovens (3W)
25	22.84	11	Steve McLendon (3W)
26	22.79	5	Mike Lariton (2W)
27	22.42	4	Roy Taylor (2W)
28	22.00	3	Peter Tyrrell (2W)
29	21.56	3	Roger Blewitt (2W)
30	21.42	2	Dave Ditter (1W)
31	21.36	3	Bob Bawtinheimer (1W)
32	21.17	2	Bob Brown (1W)
	21.17	3	Neil McDonald (1W)
34	21.12	3	Nigel Sloan (2W)
35	20.78	42	Ron Kelly (9W)
36	20.76	10	*Pete Swanson (3W)
37	20.75	6	Jack Westlake (2W)
38	20.74	9	*Eric Verheiden (2W)
39	20.66	2	Roland Straten (1W)
40	20.52	4	*John Boyer (2W)
41	20.30	9	John Weswig (3W)
42	20.22	2	David Hertz (1W)
43	20.14	6	*Mick Bullock
44	19.99	11	*John Stevens (2W)
45	19.59	4	*Robert Correll (1W)
46	19.00	7	*Harry Drews (1W)
47	18.86	5	Graham Buckell (1W)
48	18.77	4	Norman Nathan (1W)
49	18.69	2	Don Bingle (1W)
50	18.64	8	Jim Diehl
51	18.61	12	*Blair Cusack (3W)
52	18.47	4	Robert Wartenberg (1W)
53	18.44	2	Mark Frank (1W)
54	18.30	4	Howard Mahler (1W)
55	17.82	3	Bruce Harwood
	17.82	3	Larry Bresslour
57	17.74	8	Willy Haughan (2W)
58	17.72	2	Bruce Little (1W)
59	17.60	5	*Geoff Nuttall (2W)
60	17.47	2	Arnold Trembly (1W)
61	17.46	3	Laurence Parrott (1W)
62	17.40	4	David Forte
63	17.01	8	*Richard Scott (1W)
	17.01	3	Robert Sergeant (1W)
	17.01	6	Dane Tant (2W)
66	16.61	3	David Malmquist (1W)
67	16.53	4	Ron Fisher (1W)
68	16.52	8	Frank McIlvaine (1W)
69	16.49	8	Zane Parks (1W)
70	16.42	4	Roland Prevot
71	16.40	6	David Tutacko (1W)
72	16.32	5	Andy Burke (1W)
73	15.95	3	Michel Jarraud
74	15.56	2	David Reynolds (1W)

75	15.30	2	Jim Gravenor (1W)
	15.30	2	John Malay (1W)
77	15.05	2	Baldwin Minton (1W)
78	14.88	11	*Richard Sharp (2W)
79	14.81	33	Patricia Efron
80	14.79	22	Stefan Dour (1W)
81	14.74	55	Greg Vansteel (1W)
82	14.54	22	John Keight (1W)
83	14.52	33	Jacques Duthel (1W)
84	14.36	22	Len Howard
85	14.28	22	Fred Bolin (1W)
86	14.03	22	Garry Brittain (1W)
	14.03	22	Robert Eisen (1W)
	14.03	22	Bob Knudsen (1W)
	14.03	22	Bill Stafford (1W)
90	14.01	15	*Andrew Waldie (3W)
91	13.97	99	Jerry Rogowski (2W)
92	13.86	33	Tom Ripper (1W)
	13.86	33	Clive Booth (1W)
94	13.71	33	Nina Pawlak
95	13.52	22	Joseph Hrbek (1W)
96	13.32	44	John Baker
97	13.26	22	Paul Thomas (1W)
	13.26	22	Thomas Scheben (1W)
	13.26	22	Bruce Coy (1W)
100	13.21	77	*Stephen Hall (1W)

The DragonsTeeth Rating system is just one of many Diplomacy Rating Systems. It will be reappearing in DIPLOMACY WORLD every other issue. It is hoped that I will be able to locate some of the custodians for some of the other rating systems and present them in the issues that do not carry the DTRS.



Book Review---

"The Game of Diplomacy"

MARK BERCH

The hobby is indeed fortunate. The first hardback book has been written by the single person most qualified to do it, Richard Sharp. He is a writer by profession, and has written other books on games. He is also a top-notch player and has published *Dolchstoss*, one of the finest --- and biggest --- dipzines ever produced.

The book, to put it simply, is a delight to read. Sharp's writing style is smooth, concise, witty and literate. He is a crisp phrase-monger. My favorites are "...find an ally who will die for you and see that he does just that," and (in telling Russia how to gain the valuable alliance with Italy) "...sympathize with him over the evil fate that deals such a fine player such a useless country." Sharp positively excels at setting a scene psychologically, whether its depicting a frantic Russia scrambling for an ally in a FTF game, or describing the arrival and opening of a dipzine. I have never seen anywhere the "feel" of the game and hobby so well recounted --- altho it helps to have 150 pages in which to do it.

It begins with a 1 page intro outlining the amoral atmosphere of the game, clearly (and well) designed to ensnare the casual bookstore patron who has never heard of Diplomacy.

This is followed by "Fundamentals" which is exactly that: An explanation of the basic rules of the game. This chapter is the perfect solution to the problem of teaching the game to someone in a short period of time. Just handing the newcomer the rulebook will be useless unless he has had a wargaming background; trying to explain it yourself risks getting bogged down. Just sit him down with this chapter and be assured that Sharp is the master at explaining, clarifying and exemplifying.

What follows is "The Smyler with the Knyf under the Cloak", which will be considered along with Chapter 12 "Vive la Difference." These deal with the techniques and psychology of negotiations, and various swindles and coups. For me this is the most fascinating part of the book, and is masterfully written. Some of these matters are

difficult to write about with any degree of specificity, and few even try. Further, top players are often reluctant to discuss their more spectacular deceptions and coups. Going public will make it more difficult to pull the scheme off a second time, and may give them an unsavory reputation in some quarters. And once these people stop playing, they often leave the hobby, so the tales never get told. So these chapters are rather unique. Personalities, revenge, multiple sets of orders, camouflaging an alliance, varying playing styles, miswritten orders, passing letters, playing under an alias, impersonations, proxy orders, joint orders, cross game alliances, bribery, hoaxzines, dealing with incompetents --- its all there, and there's case studies to back them up. Most are drawn from British zines, so N.A. readers will find most of these stories unfamiliar. Many of these cons failed, some backfiring spectacularly. But to the perpetrators, this often didn't matter --- it was the deed itself, and not the board position that counted. Richard suggests "...if you are in any doubt, check first with the GM to see whether he finds your ruse permissible or not." This is sound advice, tho not always practical. Richard specifically condones some practices which, in my opinion, go too far, and would get you expelled from some U.S. dipzines. I refer to an incident in which Sharp, as a player, prepared a phoney readjudication of the game, using the GM's typewriter and stationery. Or another case where a player slipped into the GM's dorm room and was caught reading the orders of the other players in his games. I suspect that once North American GM's get a hold of this book that many will decide that just saying "No deception of the GM is permitted" in the HRS leaves too many grey areas. But even if you never have the nerve of opportunity to try any of these stratagems, they make for very amusing reading.

Next is "More on tactics" with a disappointing discussion of stalemate lines. Richard rightly points out that "The stalemate line is perhaps the most profound single concept in Diplomacy tactics... bitter experience has convinced me that ad hoc solutions, devised on the run, simply don't work." In a 150 page book you'd think that a page or two could be used to list all the major ones. Instead only 4 examples are given, one of which isn't a true stalemate line. All are of the "diagonal" type; those that divide the world E-W or N-S aren't even alluded to. There is no mention of what I consider to be the single most important strategic implication of stalemate lines: virtually all lines hold either all of E or all of T. Thus to be sure of inclusion, you should either own one of these sets, or make yourself indispensable to whoever does. There is even an outright error: The famous English position holding 8 centers is not the smallest. There is a Turkish one with 6.

After that shaky start, Sharp is on firm ground, with a solid discussion of 8 tactical ploys, ranging from the common self-standoff to the impossibly rare Pandin's paradox. Theoretically all

are inferrable from the Rulebook. In practice, unless you're familiar with the procedure in the abstract, you will be much less likely to notice the opportunities when they arise. All the ploys are described with examples, and he notes the strategic and diplomatic implications of many of them, along with indications of where on the board they are most likely to occur. Diplomacy, of course, is not primarily a tactical game. But there are times when you need time or position to make your diplomacy bear fruit. This chapter has quite a few helpful suggestions along that line.

What follows are 7 chapters, one on each country. Each begins with an introduction, summarizing how well the country does, and often gives his or others' reaction to playing the country. Next are "Position", "Targets" (where to find the winning centers), "Openings" and "Friends and enemies."

England is the first and the shortest (7 p) but contains some of the strangest advice you will ever read. Richard prefers F Lon-Eng, and indeed presents a compelling case that France should be England's first victim. But this is prefaced by a naïve-sounding statement: "Provided France is above the moron class, it is not too difficult to persuade him to let you take the Channel." This has certainly not been my experience, either as F or E.

Oddly enough, the one occasion that Sharp says you shouldn't enter Eng is when you think that France will. Thus "But I am convinced it is better to let France into the channel than to risk a standoff there...I do not play to the Channel as England unless I am convinced that France will let me in." This is perilous advice to follow in a game where both F & E are playing "by the book". France begins by writing England all sorts of reasons why Fre F Eng is a good idea, and more or less implies that he'll move to Eng anyhow. England naturally tries to talk him out of it, but France stands firm. Taking the above advice, England lets him. France however, takes his advice from Chapter 10: "The best winning line for France is to take out England, giving a power base of 3 home centers, 3 English and 3 easy neutrals." What better start than to take the channel! What next for England? Surely he won't defend London --- after all, what's the point of doing F Lon-Nth, and then F Nth-Lon, when France has only done what he said he would do? So in the fall France sails right up the Thames to London.

France is not the only country with something to smile over in this chapter. Sharp is so gung-ho on the alliance with Germany that he refuses to even mention the idea of moving F Lon-Nth, and thence against Germany in F01, despite the fact that nearly all English 1901 attacks on G start in just that way. He considers F Lon-Nth as just "making a beeline for the StP cul-de-sac." Two supposedly anti-German openings are given, but both are based on F Lon-Eng, and indeed, one of them entails England taking Bre in 1901! I kid

you not; its called "Hey Bresto" and he spends over ½ page on this "anti-German" opening.

Englands largesse is not limited to the west. Russia, is to be invited to move A Mos to StP, and if he does so, Nwy is to be his! And lets not forget Turkey. If England somehow manages to persuade R to take Nwy, T is to be tipped off, allowing him to rip the guts out of central Russia, forcing Russia to hole up in Scandinavia. All this is likely to be pretty distracting to a Germany who is supposed to be your ally against France.

Alas, quite a few things have been left out. Sharp is so busy explaining how "a Russian army in Nwy is the best guarantee you have of immunity from attack in that direction" that more pedestrian matters are ignored. Differing approaches to Scandinavia; the joint attack on both Scan and France; F Nth-Hel vs. F Nth-Den/Hol; the alliance with Russia; how to get F and G to fight over Bel and the western triple alliance just aren't discussed. Indeed, if you don't want to move F Lon-Eng, this chapter does not have a great deal to offer.

The chapter on Germany by contrast is a masterpiece --- this is one of the best written "articles" you will ever see. He writes from obvious affection: "...playing Germany in a good-class postal game is the most enjoyable experience Diplomacy has to offer."

The chapter revolves around Sharps' strategic concept of the "Anschluss", a special form of German alliance. Most players take this alliance pretty much for granted. Boh and Tyo are routinely demilitarized and Germany concentrates on "more important" countries. Sharp advocates a much more activist role: Austria should become a German protectorate. He marshals considerable circumstantial evidence to the effect that an early Austrian elimination is a bad omen for Germany. To prevent this, R and I are told that G will not tolerate an early attack on A. F Kie-Den means that Swe is the hostage for Russian cooperation in not entering Gal. A Mun is kept there (e.g. by standoff in Tyo or Bur) so that if I attacks A in S01, some help will be available in F01. This is a much more eastern-oriented style of play than most players are accustomed to ---for example with no F Hol and probably no A Ruhr after S01, Bel has been kissed off and even Holland is not assured. This does not bother Sharp, as he feels that 1) neither F-G nor E-G favors G, and 2) an E-F war is easy to generate.

But don't get the impression that the west has been ignored. A couple of pages are devoted to an example to Sharpian double dealing drawn from 1974-N --- its too delightful to just summarize here. He provides the usual survey of openings, but his studied disinterest in Bel and his rigid requirement of F Kie-Den certainly color his perceptions. More on Germany later.

The Russian chapter is with one exception, a thorough one, with the theme being "shoot first and ask afterwards." Nearly a dozen openings are dissected, with particular reference as to how

they reflect/effect relations with A & T. His favorite, the seldom-seen "Octopus" at first blush appears quite belligerent, but after reading Sharps's defense it seems quite sensible. Included are some helpful paragraphs on the perplexing matter of relations with western countries. Russia is difficult to write about; fewer articles have appeared in dipzines on Russia than any other country.

The one serious imbalance is his hostile treatment of the R-T alliance, which is capable of explosive growth, as their first two victims, A and I, are so often at war in 1901. A single year or even a season of war is usually enough to doom both countries in the face of an R-T juggernaut. But Sharp doesn't see things that way. Openings based on F Sev-Rum are scorned. One (moves to War, Ukr) is called "insane", another (Ukr, StP) is "feeble". The only one he'll countenance is Ukr, Sev, which is hardly a good start on an R-T alliance. Even that one he discusses almost entirely in terms of either stabbing T in F01 or defending against a S01 Turkish stab. When it comes to discussing the alliances themselves, R-A and R-I are well presented, but not R-T. The only context he's willing to discuss R-T favorably in is one in which R takes Con in S02, to be moved to Aeg or annihilated in F02. But these are uncommon procedures in R-T alliances, and he implies quite strongly that the sensible Turkish player will turn these down. Strangely enough, in the Turkey chapter he sings a different tune, saying that "Russia is apt to get the better of the bargain."

And speaking of Turkey, that chapter is a fiasco. Richard is quite upfront about his bias: "I dislike playing Turkey in face-to-face Diplomacy. In the postal game...I absolutely loathe it...Turkey bores me to death." The result is unimaginative, unduly pessimistic, and just not terribly helpful.

Richard plods thru Turkey's (rather limited) openings with no real enthusiasm for any of them. The one he seems to like the best is F Ank-Bla, A Smy-Arm. If the fleet move succeeds, you'd think that T would be pleased, right? Not dour Richard: "If F (Ank)-Bla succeeds, Turkey...is not necessarily going to make a quick killing against a competent Russia, unless he can rely on Austrian help, and this is unlikely." Why? Because "...the Russian Attack...almost guarantees Austrian hostility, or at least the absence of Austrian friendship." This is what I mean by unduly pessimistic. Austria has at least 2 pro-choices: 1) ignore the war and use all his forces to pulverize Italy 2) stake his claim to War, and dicker with T over Rum, using his uncommitted position as a bargaining point. Of course, it is up to the resourceful Turkish diplomat to persuade A that the destruction of R is a good thing.

The rest of the openings don't fare much better. One will land up "infuriating both neighbors", another is "excessively tame", and at one point he even suggests misordering F Ank.

attack is more likely to come via A Ven-Tyo than A Ven-Tri. Thus, A Vie-Tyo is much more likely to block the attack than A Vie-Tri. But this ignores the fact that not stopping A Ven-Tri is much more serious than not stopping A Ven-Tyo. The most useful section in the openings is his explanation of the little used but very handy Hedgehog opening, recently seen in the World Demo game going on in DW.

As for strategy, Sharp again brings up the Anschluss, this time with the perspective of what it can do for Austria, with some very precise tactical discussions. He advocates a rather hard attitude towards Italy --- don't even bother trying to persuade him to demilitarize Tyo of Ven. More will be said on this chapter later.

The next chapter begins with a bleak assesment of Italy's performance record, a prudent start --- don't play Italy with illusions. He's a little too pessimistic: "In a high standard game I would put Italy's chance of winning at Zero", but this ignores the Birsan win in a recent DW demo game. Next comes an absolutely perfect synopsis of Italy's position, using (in part) the offbeat method of describing how the rules might have been, but aren't.

In discussing the Tyrolia attack (A Ven-Tyro, A Rom-Ven) he has an unexpected recommendation: If there is no Rus A Gal, break off the attack and hit Germany. The discussion of the Lepanto is routine; regrettably, Calhamer's "Superpower" opening (A Ven-Tyo-Boh) isn't mentioned. He sets out the Key opening, but does not discuss the classical, and to my mind, superior form of the opening. Sharp has the army move A Ven-Tri-Ser, but then tacks on the convoy to Tunis. However, Italy shouldn't need the second build in 1901, and ought not give up the big advantage of the Key, viz the ability to move F Ion-Aeg/Eas in F01, critical if Turkey opens F Ank-Con.

When it comes to strategy, Sharp is very down on an early attack on France, suggesting you not even bother to try to enlist English aid. Indeed, it is only advisable if Germany promises A Mun-Bur and expects to get in. In practice, Ger entry into Bur in S01 is pretty rare. And I don't much care for his refusal to give any case for the T-I alliance (except in the Stab-Austria Key opening context). But aside from these points, this is a very good job with a difficult country for Sharp's free-for-all style of play.

An equally good product appears for France. Sharp does a superb job with the wealth of very diverse openings that France has. My only objection is his discussion of the F Bre-Mid, A Par-Pic openings. He views A Par-Pic solely in terms of keeping "a French finger in the Belgian Pie." In fact, the move also provides some insurance against F Lon-Eng, guarding Bre while s still gaining 2 builds. Alternatively, A Mid-Bre, A Pic-Bre guards Bre with the near certainty of Bre being open for a build.

This is followed by a rather short discussion of strategy; alas, some blinders are on. He doesn't like E-F from the French side either:

Its a sorry lot.

When he turns to Turkey's alliances, things get even worse. In the west, only England is deemed worth negotiating with, and even then, he concludes "there is little Turkey can do to coax England in the required direction." Actually, negotiations with G concerning Swe, especially if you are attacking R are a must, and a difficult at that.

As for T-R, he says that "this alliance is worse than useless as a winning prospect unless adequate safeguards are built in." And so virtually the entire discussion deals with the safeguards. And I question the practicality of some of these. Russia has to demilitarize all the way back thru Ukr and Gal, while T can occupy Alb and Gre? Good luck talking Russia into that!

The A/T pairing is labeled "hopeless". Thus, "a long term alliance between Austria and Turkey is just not possible, unless quite exceptional circumstances dictate it." To his credit, he presents a detailed example of how a short term liaison might work. But his heart just isn't in it. The example doesn't go beyond F01. And when it gets to the bottom line --- should T stab A in F01, the decision turns primarily on whether Eng lets Russia have Nwy! You'd think that Italy's stance would be a lot more important in such a decision but in the example, its barely mentioned.

The reason for this is immediately apparent in the next paragraph: "Between Turkey and Italy there can be little but out and out hostility." Oh, he gives an exception, but calls it "So rare as to be hardly worth recording." Its not that he thinks that I/T is too pro-I: In the Italian chapter he's just as down on it.

So there it is: T has very little to say to the west, a solid alliance on equal terms with R is difficult and complicated, and with A and I, impossible. Its apparent that Sharp just hasn't figured out how to play Turkey.

With the chapter on Austria, Sharp is definitely back on his feet. He has good account of the "Balkan Gambit" openings (A Bud-Ser, F Tri-Alb), altho he comes down a little too hard on A Vie-Tri, methinks. He rightly points out that while the move is designed to defend against Italy, that "England is unequivocally an enemy in the long term". The case for war with E is made; the case for an alliance is not. Another oddity is that he repeatedly states that you must not even try for 3 builds in 1901, but never says why. The closest he comes to an explanation is to label 3 builds as "embarrassing". The rest of the discussion is more balanced. I particularly enjoyed his setting out the different types on ambiguities that mark France's relationship to G, I, and R. And I was amused that even Richard Sharp has trouble figuring out what France should say to Turkey.

Next is "An Introduction to Postal Diplomacy" beginning with a short history of the hobby, which manages to mention Belgium, but not Canada. Along with good coverage of the mechanics of postal play,

he gives some thoughtful suggestions about the first letters, in the process saying somethings that I just don't agree with. "The letters you write to other players before S01 are likely to determine your fate, assuming that you are reasonably competent at tactical play" considerable overstates the case. Or this: "By the time I write my first letters I have a clear vision of what I would like the moves of all 6 countries to be in S01". Unrealistic. I certainly don't have such clarity of vision. For example, if I am Italy I cannot tell what I'd prefer for A Mos until I hear from A and T. Players should avoid having fixed ideas about their intended alliance structure so early. For example, as England, if you have determined that G makes the "best" ally for E, you can easily be blinded to the fact that this particular French player will make a better ally.

One mystifying statement made is that E and A have "nothing whatsoever to say to one another in 1901" --- what about Russia? It is frequently in England's interest for Russia to be odd man out in the Balkans. Austria may well prefer an English convoy to Nwy, rather than a fleet. Letters will be required to move things along in the proper direction.

The final chapter is a description of 30 variants, ranging from 14 pages (for Abstraction, which he considers the best, and Rod Walker's Abberation) to one sentence descriptions of some of the sillier ones. Regretably, quite a few have been included solely because they are so bad. This means that some of the more sensible ones (like Colonia, Anonymity, Chaos, Armed neutrals), which have been played, are ignored. Also, this is a reading, not a playing chapter. Very few variants which keep a normal board and make just a few key rule changes are included (for those the reader is directed to a fine collection in Costikyan's "1977 Diplomacy Handbook"). The chapter includes quite a collection of different types of convoy rules.

The book ends with a short appendix, dealing primarily with notation. Some of the recommendations for departure from the usual first-three-letters rule have no apparent reason, such as ADS for Adriatic. And recommending Nor for Nwy is downright foolish, and unacceptable in some zines.

Along with its multitudinous strengths, the book has two serious weaknesses. One is the wretched chapter on Turkey. The other is more pervasive and fundamental --- indeed, its really a philosophical objection. This is not, appearances to the contrary, a comprehensive text on Diplomacy. Instead, it is Diplomacy as Richard Sharp thinks it ought to be played. There is a world of difference between these 2 concepts. If Sharp dislikes something, he (properly) subjects it to devastating criticism. But the reverse proposition isn't so fortunate. That case is either not presented, given superficially, or defended in terms of obvious strawmen. This attitude results in fundamental deficiencies in

the text. As this is a rather serious charge, some examples to follow.

1. The alliance style of play. He is unabashedly opposed "Fundimentally, I do not believe in alliances," preferring the free-for-all, which he calls "the opposite of alliance play. While he does give some discussion to alliances, many topics are unmentioned. How do you assure that your view of the alliance's objectives will be more controlling than your ally's? How do you keep an alliance together when things get bogged down, or when your ally has lost interest in the game? How can you structure secondary alliances so that they do not strain the primary alliance? Specialized types of alliances are not mentioned. One is race-for-victory, a type of permanent alliance not designed to produce a draw. Triple alliances are not discussed per se --- indeed, only one (GIA) is even mentioned. The fine art of carefully selecting the conditions which formally end an alliance is not touched on. Ignoring these and other topics is a serious weakness. Even if you don't prefer that style of play, the odds are that a majority of the other players do, and you darn well better understand what is going on or you will be wiped out.

2. The S01 NMR. This is certainly one of the most vexing problems a GM faces, for there is no perfect solution. Sharp naturally touts his own system, which is to appoint a fresh player and reset the S01 deadline. By way of contrast, he sets up two strawmen. The first is for the GM to have a random third party create S01 orders without regard to their neutrality. The second is to have one player submit orders for all 7 countries. Both are subjected to (justified) criticism. But these 2 procedures are seldom used. But what is by far the most common practice in North America, and probably the most common in the entire hobby history, is the use of "neutral" orders, often listed in the HRS. This system isn't even mentioned, which a shame, not only for the gap that is left but primarily because the creation of such orders presents some interesting questions --- with e.g. A Vie.

3. Perhaps the most serious omission is that unapproved attacks or alliances are given the cold shoulder. The chapter on Austria provides several good examples. Richard does not countenance Austria attacking Italy or Germany, so there is absolutely no discussion of either. In fact, Austrian attacks on Italy as early as S02 are fairly common in games in which R-T begin an early war. If Italy has convoyed to Tunis, Ven can often be seized in F02 with an army or two left over to participate in the R-T war. Second, not a single sentence is devoted to the advantages of the A-T alliance, altho there is a sizable paragraph devoted to its drawbacks. Third, there's the matter of the Key Opening. Over and over again he repeats that Austria should never permit this

to proceed. There is really no excuse for such a narrow minded approach to such a flexible game as Diplomacy. Let's suppose A is faced with a solid T-R alliance. No help is forthcoming from the west. Italy writes: "T-R is solid against you. Lepanto is out because I anticipate F Ank-Con. You have two choices; the Key opening, with F Ion-Aeg, or I join the Blitz. Pick one," Under these not-exactly-unheard-of circumstances, the prudent Austria may well decide that the Key is the lesser of the two evils.

A gap of a different sort appears with Germany. If everyone played "by the book" she would do fantastically well. One reason is of course the magnificent chapter on Germany. The other is that Richard just cannot bring himself to recommend anyone actually attack Germany early on. Of his reluctance to have England or Austria attack I have already spoken. An early French attack is likewise not mentioned, and providing assistance for an early Russian attack on G is labeled as "madness". The only French attack mentioned as if "the naval power of England has been broken" (i.e. G as second victim) and the ally is Russia. As for the chapter on Russia, he states flatly that the attack on G must wait "u til such time as the south is sown up", which normally does not occur until at least 1903. The sole exception to all the above is for Italy to attack Germany. However, as Sharp points out, that requires French assistance (which isn't even mentioned in the French chapter). Italy is not well placed to continue the attack, and the early destruction of Germany is not usually in Italy's best interest (see DW #19, p29).

There are plenty of other examples --- like the I-T and E-F alliances, which he won't give the case for from either side. These omissions detract from the sense of completeness that one desires, and limit the usefulness of the book.

Not to end on a negative note: This is a superb book, and will become the single most important dippy publication to date. Almost regardless of your level of competence, you will improve your play and your enjoyment of the game. And no one will be immune to the sheer pleasure of reading such a well written book.

How do I get this, you ask? It is available (for \$15) in stores only in England. The publisher has been unable to find a US distributor; specifically, Avalon Hill is not interested. While in England I discussed with the publisher the possibility of agenting the book in the US. This would entail my purchasing a shipment from the publishers, and then selling them thru the mails. This has been cleared with AH, but the final details haven't been worked out yet. If you would like to be put on the waiting list, write me (Mark L. Berch, 492 Naylor Place, Alexandria, VA 22304) and enclose a postcard so that I can inform you when the books actually arrive.

HERE YE! HERE YE!

A Contest is Born

"Mine's bigger than yours!"

"No, mine's bigger than yours!"

"Oh yeah?"

What these two are arguing about is, of course, who has the biggest...stab. To answer this question, DIPLOMACY WORLD will be promulgating the STAB AWARDS for the best stab. The purpose of the contest will be two-fold:

1. To recognize excellence in one aspect of Diplomacy: The Stab.
2. To foster, and showcase, good writing.

Here's how it will work: Any stab in a regular, postal Diplomacy game, executed in 1975 or later is eligible. You must prepare an essay on your stab. Begin by stating the zine, game by the Boardman number, and the season. Give the position of the units (before the fatal stroke) and the distribution of supply centers. Next comes the background. While a full history of of the game would not be desirable, try to set forth the diplomatic circumstances in which the stab was set. The reader, at this point, will try to guess the precise moves.

Then give the actual moves, including retreats. This should be followed by a discussion of:

1. How it all turned out.
2. What you sought to accomplish with the stab.
3. Why you think that it was a good stab.

Close with your signature and a statement that what appears above is, to the best of your knowledge, true (we're not looking for fiction in this contest). The essay is due August 25, 1979 and must be typed single spaced. It should be mailed to Mark Berch 492 Naylor Place, Alexandria, VA 22304. While there are no size limits, you should be able to do this in 1½ pages or less.

In most cases, multiple entries are permitted.

Please keep in mind that the essay should try to entertain as well as inform, so put some care into how its written. While August 25th is a long way off (this was set to accommodate overseas readers), if you keep postponing it, the essay will never get written. The passage of time will dim your memory.

I will chair the awards committee, which will also have Konrad Baumeister, Doug Beyerlein, Bob Sergeant, and Randolph Smyth. We will select the winner or winners using completely subjective standards. We will not, for example, just tally the number of centers seized. If the winning essays need more work, we'll send it back to you with suggestions, or we'll make the improvements, subject to your approval. The winning essays will be published in DIPLOMACY WORLD #24, possibly with some comments by members of the committee.

What's in it for you? Unfortunately, you may get tagged with the reputation as a stabber, which can be a problem if you're still playing. However, resourceful diplomats can find away around this ("Yes, I know. But why should I stab you? I've already reached the pinnacle of Stabdom ---I'm trying for something new now."). On the positive side, I am organizing a prize fund of subs/sub extensions. Any publisher who'd like to contribute please contact me, and I'll put yours on the list. We'll probably have either more than one winner, or some runner-ups, so we'd like to have a fat fund. One other thing: As GMS you've probably seen some stabs that really impressed you. Why not give a nudge to the perpetrators to send in an entry.

Decisions of the committee will be final, and we will not be eligible to enter. So, drag out those back issues, and spin a tale of dastardly deeds!



"Yes, that's my fleet
in the Channel. How
ELSE can I support
you into Belgium?"

S. McLendon

FUGUE

Con season is upon us: DipCon, WinterCon, EuroCon, OrgyCon...the list goes on and on. Naturally I was also caught up with the storm (especially in OrgyCon, with its hints of Diplomatic debauchery, unrequited gluttony, and topless baitgirls). A small problem was that apparently all of my invitations had gone astray and I was not quite sure of the dates and locations. This was further compounded when all of my queries had been returned marked "Addressee Unknown!" And when I tried to call the various organizers, the lines were always busy or had been disconnected. But despite these innocent and coincidental setbacks, I finally stumbled upon a brochure for DrearyCon when an opponent in one of my PBM Dippy games accidentally sent a letter intended for Austria to me by mistake. I counted myself fortunate, as the author had written 'For your eyes only!' Do not forward to France (me)! Obviously his idea was to keep me from getting wind of his latest plans but it was funny that he had forgotten to include any orders in his letter.

But now I had another problem: without an official invitation, I would be forced to assume a disguise; not that I was persona non grata, but because doormen can be notoriously nit-picky. The disguise itself was easy enough--an overlarge woolen trenchcoat of Grandfather's, left over from the Great Wars; a dark, wide-brimmed hat to cover my rather conspicuous facial features (that saddened me, but sacrifices must be made...); and finally a beard, which I managed to create by cutting off locks of my previously shoulder-length hair. A small snag occurred when I ran out of paste, but after scouring the flat, I managed to find a jar of molasses, which served admirable and even darkened the soft highlights when applied liberally. I WAS READY!!

As it turned out, passing the doorway at DrearyCon was a snap. I had adopted a thick Russian accent specifically for the purpose. When asked for my invitation, I questioned, "Gde pero?" When he looked at me blankly, I merely shrugged my shoulders and walked in. Ten minutes later I was fully engrossed in a Diplomacy game. I had drawn my favorite country, Germany. I found that its black units could

be easily overlooked in dim light, or better yet, mistaken for the dark blue English pieces. I was doing extremely well, having secured Holland by Fall 1901 for the first time in my career. I would have had Denmark but for a slight tactical error. No matter, I still had a good chance to retake Munich. The discussion at times became quite intense!:

"You damn fool! You said you were going to support me to Belgium!"

"Da, da. Bot I hav tot you say Boorgundy."

"With a fleet?"

"Proshenye."

"Where are those flies coming from?"

"I dunno. Somebody must leave window open."

As the game wore on, I became quite uncomfortable as the room was not air-conditioned and I had on that heavy coat. I had to be extremely careful about pulling my beard as the sweat streaming down my face had mingled with the molasses, causing it to run. My position on the board, however, continued to improve. Having finally secured Kiel, I had no doubt Berlin would soon again be mine (well, only if Russia gave me support, but that seemed pretty clear).

"Hey, you. What you call yourself?

Otverzhenets?"

"Da."

"Well, tell you what. If you support me into Berlin, you can have the Ruhr and one supply center to be specified at a later date."

I hesitated before answering, although I knew that I would take advantage of his careless offer, "You drive a hard deal, but Da, I accept."

"Those flies are back! Look, they seem to be heading for Ot's beard!"

And so they were. Attracted by the sweet molasses, they literally swarmed about me, buzzing noisily. Panicked, I tore at my beard, pulling out large chunks and throwing them down on the board.

"Christ, look at him. He's gone bonkers!"

"His beard. There's something all over it."

"Blood! Call an ambulance, quick!"

"No, no...er, nyet, Nyet!" I cried.

Well, that's it, I thought. I had to get out of there. Despite victory a mere fourteen centers away, I had to protect my identity. Covering my face and trailing hordes of flies behind me, I raced from the building.

DrearyCon is but a mere memory now, and my hair has almost completely grown back. I read with interest the reports of the 'Mad Russian' whose "appalling" play (surely they meant appealing) caused such a disturbance. I was sorely tempted to reveal my identity as that brilliant Russian, but few, I'm sure, would believe my story, so again I find I must remain...

PARIAH

A Note About

Nomenclature

LEW PULSIPHER

I find that players use three terms to refer to the boxed game of Diplomacy as opposed to non-rulebook or variant games. In Britain, "regular" is the common term, though the other two are used. In continental Europe "classical" is the common translation. In North America, when I was last there, "standard" and "regular" were both used. In DW all three are used.

I suggest that "standard" is the most useful of these terms. "Regular" and its complement "irregular" to denote games using minority interpretations of the ambiguous 1959 rules were the only terms used in the 1960's. I imagine it was largely by unfortunate accident that regular and irregular were used instead of standard and non-standard. (Games deliberately unlike the boxed Diplomacy have always been known as "variants", by the way.) It seems to me that standard-non-standard-variant is a more logical progression than regular-irregular-variant. "Regular" seems to imply that there is something wrong with non-regular games, an implication "standard" doesn't carry. "Standard" implies that the boxed game is the version against which we measure all our efforts--that's true. (And irregularity, after all, is a physical discomfort we hear about on TV commercials for laxatives.) "Classical" is the least satisfactory of the three terms. What is the complement for it--modern? romantic? ~~pop~~? It implies disuse and antiquarian interest only, hardly appropriate when at least three-fourths of all postal games played are of the boxed-game variety. While I'd like to think postal players customarily move on from standard to variant games, this is true only for a minority.

If enough zine editors decide to adopt "standard" as the standard--you wouldn't say regular, would you? The newer players will then use it and "regular" and "classical" will become unknown as the die-hards and old-timers who use them leave the hobby. Diplomacy fandom is confusing enough to an outsider without using three terms for the same thing. (And I wonder what the German-only speakers call it...)

Each issue of DIPLOMACY WORLD we are going to attempt to answer some question concerning many different concepts of Diplomacy play. This issue the question is being answered by five veterans of many Diplomacy wars. The question this month is:

The best country to play is...

ROBERT SERGEANT - Winning depends on getting 18 centers or convincing the other players you can. If you can convince them, it matters little what country you have. Tactically, however, it matters a great deal. There are 34 centers and they are divided equally on either side of a border across the center of the board through Silesia, Bohemia, Piedmont, etc. St. Petersburg falls on the western side, since the western powers can always take St. Pete against the eastern attempt to hold it. So to win, you must secure your side, plus one center from the other side.

Russia would seem to have the best shot since she already has the center needed on the other side, but Russia can have difficulties holding it. If Russia is to win, her best shot is to do it early, before the west tries for St. Petersburg. But Russia is hampered by a set-up forcing a two front war. To win with Russia requires very good diplomacy.

For those of us with more normal abilities, the best shot lies with some other country. There are two who have two build centers on the central border, Austria and Germany. However, Austria is hampered by having only one sea-port and must take out two countries on her side, Turkey and Italy, both of which have to be reached in part by sea.

Germany has two sea-ports, her usual builds are often in Munich, where it is easy to slip across the border to secure either Venice, Vienna, or Trieste as the 18th center. For the best all-around chance for a win - try Germany.

ERIC VERHEIDEN - By best country to play, I suppose we mean easiest country to win with. On that basis, Russia clearly seems to be the favorite. The reasons are as follows. There can be drawn on a Diplomacy map a diagonal line running between StP/Mos and through Lvn-Pru-Sil-Boh-Tyr-Pie-Lyo-Wes-NAF. On each side of the line there are 17 supply centers and power(s)

holding all of the centers on one side can fairly easily stalemate any combination from the other. Since victory requires 18 supply centers, this means that a winning player must take centers on both sides of the line, generally most on one and a few on the other. Russia is the only power which starts out with a foothold in both. Other advantages include the difficult nature of an Austro-Turkish alliance, frequently giving Russia a choice of allies, and the availability of an Italian mid-game ally against the survivor. On the negative side, England will usually annex St. Petersburg with impunity given half a chance, Germany frequently opens up an eastern front quite early to gain his best shot. Overcoming such problems through diplomacy is, of course, what the game is all about.

DAVE DITTER - I'm sure that we all agree on the two basic parts of the game of Diplomacy.

- 1.) Negotiations are an essential part.
- 2.) Tactics play an equally important role.

Now with the above in mind, plus (ideally) each game starts with all of the players being pretty good in both categories, then surely the only thing that could determine the best country is the actual geographic positioning of a country on the Diplomacy map board.

The following factors seem the most important:

- 1.) A corner position - back side protected.
- 2.) A wide front by which to attack from, with a diversified offense, (fleets and armies).
- 3.) Hidden intentions from commonly accepted defensive positions where an offensive stab can be devastating.
- 4.) A position that actually discourages enemy attacks because of the time element and the fact that it's easily defensible.

The only position that qualifies in all these instances is France. It maintains a corner position. Her front is wide and can be used offensively or defensively with both fleets and armies. Portugal and Spain are easily accessible neutrals without any conflicts involved. A move to Burgandy can hide many intentions and yet can be viewed as a completely innocent border move.

For Italy to attack France is often a four move proposition and by that time Austria or Turkey are tempted by her backside. The same for England as the M.A.O. can be held easily.

Germany would never get through Burgandy if France had English and Italian neutrality. Even a combination of any of the two allying can be held off for a long time by France if the third accepts neutrality.

(Example: England/German attack, Italian neutrality.)

These facts, with everything else being equal, lead me to believe France is the best country to play.

LEE KENDTTER SR. - What is the easiest country to win with?

When Jerry asked me this question my first reaction was none of them are easy! However, that isn't the answer J.J. wanted.

To me the easiest country to win with is Turkey. First, Italy, Russia and Austria are all possible allies, yet it's rare that they all gang up on you. I think that the superb Turkish defensive position contributes a lot to this.

Many options are available in the early game such as; Turkey and Russia vs. Austria, Turkey and Austria vs. Russia, or several combinations of these. This versatility gives Turkey a lot of points to negotiate and several ways to go.

Later in the game you can team up with almost any country on the board! You can work with Germany against Russia or Austria, with France against Italy or Austria, or with England against Russia. A lot of other combinations can present themselves also. Of course you can also stay with your original ally and keep sweeping west. The key is to realize when to change allies and which one is best for you.

Let me conclude by saying that ANY country can win if you play it well, but I love to play with those little yellow blocks!

STEVE MCLENDON - What's my favoritest country to play? France, of course! Isn't it everybody's?

England is noted for its defensive position; Germany, for its offensive might; Russia for winning big and losing bigger; Austria, for being jumped on by everybody; Turkey, for its extremely dull position; and Ital, who is noted for not being noted for anything.

But France...now it has style! Of all the Diplomatic Countries it is the most versatile. Defensively, it is just as strong as England. Indeed, even under a 3-front assault France dies hard. In one game as France, both Germany and Italy jumped me in 1901 and I received no builds. In 1902 England joined in. But, you know, I finished the game with 5 units - more than any of my former antagonists. I was able to do this not because I'm such a hot shot player, but because all three of them had underestimated the defensive capabilities of France and attacked other targets before they finished me.

Offensively, France can be just as strong as Germany, and sometimes even more so because France can be awesome not only in armies but also in naval strength - something the German cannot do until late in the game. And he can direct that might against England, Germany or Italy - all with equal effectiveness. He can also ally with any of the three just as easily.

Now I ask you, what other country gives you all these options PLUS the inherent balance of land and sea forces. Excitement! Adventure!

Suspense! France has it all, baby.

N.A. Zine & GM Poll

JERRY H. JONES

In the next issue of DIPLOMACY WORLD we are opening up the question to anyone who wishes to offer his views/ideas on the subject. Answers should be of approximately the same length as the above. The question next month is:

"WHAT TWO COUNTRIES ARE THE BEST FOR A TWO-WAY DRAW AND WHY?"

Mark's utterings

MARK BERCHE

This will be my column in DW. Unlike Jerry's column, this will not deal with the entire range of Diplomacy affairs (that I do in my own zine) but will focus only on DW.

Page 28 of last issue had an article entitled "The Tunisian Pronunciation", credited to Fred C. Davis, Jr.; in fact, it was written by me. This fact was missed by von Metzke when he typed it up. Fred's only role was to be kind enough to print it in his anniversary issue of Bushwacker.

Incidentally, that is not the first article of mine to appear in DW without my name on it. DW #19 reprinted "What About That Subsidy?" from the anonymously distributed zine Face-to-Face. I wrote that, as well as the letter on pgs. 37-38 of DW #20. The details of why I perpetrated this caper are in Diplomacy Digest #12.

In retyping the N.A. Demo game commentary, parts of two sentences were omitted, garbling what appeared. In the last paragraph, it should have read as follows: It seems that the GM determined that the Italian player "intends to take no further part in this game." Since the GM (Mick Bullock) had a (well known) policy against replacing players, he performed the ritual infanticide, and returned the game fees to the players, leaving their diplomatic efforts stillborn.

For the third year in a row John Leeder is presenting his Annual N.A. Zine and GM Poll. I highly recommend that all postal Diplomacy players take advantage of this opportunity to applaud those publishers and GM's that they like and speak up against those that they aren't pleased with.

The poll is in two parts. The first being the Zine Poll. Simply list all the North American dipzines that you receive. Next to each zine you will rate them on a scale of 0-10. The zines that are totally rotten will receive the 0 points and if they are the best they could possibly be they should receive 10 points. Rate all of the ones in between accordingly. You may use whatever subjective criteria you wish; just give the zine one overall rating.

The second portion of the poll is the Gamemasters Poll. It is to be done just as the zine poll was done. As before, use whatever subjective criteria you wish; just give each GM one overall rating.

Mail your ballots to:

John Leeder
2202 Broadview Rd., NW.
Calgary, Alberta, Canada
T2M 3B6

The votes will be accepted until the end of June, at which time John will tabulate the votes and publish the results in his zine, Runestone.

Please sign your votes to avoid duplication. Also indicate how you are associated with the hobby (sub to _____, publisher of _____, player in _____, etc.)

Here are the top five results from last year so that you can compare them with the results that will be for this year.

Zine

1. Brutus Bulletin
2. LDNS
3. Diplomacy Digest
4. Fol Si Fie
5. Runestone

(In case you were wondering, DIPLOMACY WORLD finished tenth.)

Note: When voting for the GM's, please list them by name and not by zine because there may be more than one GM in a zine.

A Touch of News:

There is not a whole heck of a lot of news to put in this column because most of the latest news is included in this issue elsewhere. There are a few things, though, so here goes.

1. The Father of DIPLOMACY WORLD has gotten married. Yes, you read right. Walter Buchanan has gone and tied the knot. I know that you go along with me in wishing Walt and his new Mrs. the best of luck.

2. Last issue I made mention of the Miller Numbers Custodian but I failed to list his address. His name is Michael Smolin and he can be reached at 868 Russet Dr., Sunnyvale, CA 94087.

3. DIPLOMACY WORLD is planning on running a page an issue concerning up coming events. So be a pal and tell me about any conventions, gatherings or what-have-you that will be of interest to Diplomacy players.

4. Looking for a game of COLONIA IV? If so, Fred G. Hyatt is starting a "mini-zine" with three games of Colonia IV. The game fee is \$1.00 plus a sub fee of \$2.50/10 issues. Fred's address is 400 State St., Brooklyn, NY, 11217.

5. Going to DipCon this year? If you are and you plan on taking some pictures would you be so kind as to pass along some of your better ones to DW? We plan on printing some pictures of this year's DipCon in the next issue.

6. Another favor, please? Would you pass along the information to your fellow players that DIPLOMACY WORLD is out? I am getting a lot of issues returned due to the subscriber moving and not telling the mailman or me. I want to insure that each and everyone of you get your issue.

THANK

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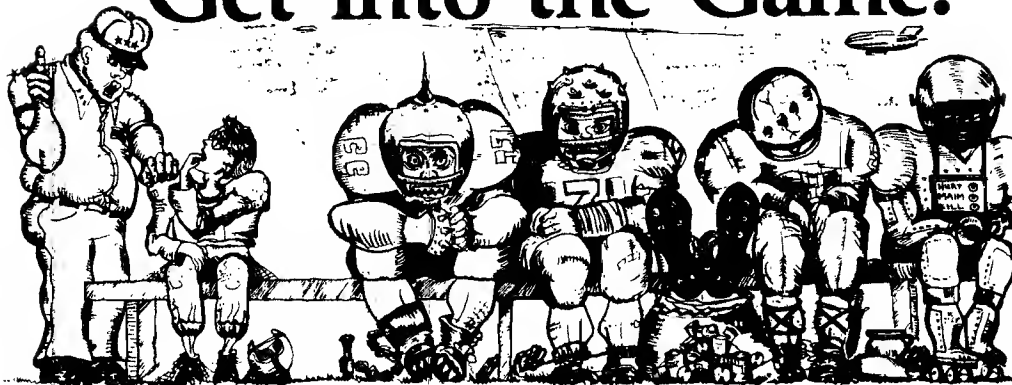
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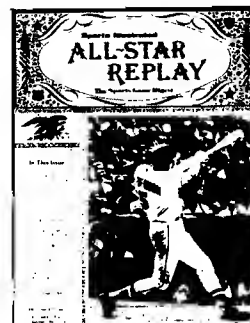
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